

APRIL 1993

IMG Interview: Spectrum Holobyte

VOL 1 ISSUE 3

# THE MAG GAMES

The Definitive Macintosh Gaming Journal

## Screaming Metal

Part of a special visit to Reactor Inc.

MacFly Joystick  
Journeyman Project  
IMG Game Poll  
New 'Right Seat' column





April 1993

Volume 1 - Issue 3 (Disk-Version)

### In This Issue!

In this issue, a visit to Reactor Inc. and a look at their upcoming releases, Virtual Valerie 2 and the long-awaited Screaming Metal. Also in this issue, an exclusive interview with Spectrum HoloByte, publishers of such games as Falcon MC and the popular Tetris series. Plus reviews of The Journeyman Project, Bill Elliot's NASCAR Challenge, MacFLY joystick, Pax Imperia, V for Victory 2 and more. Last but nowhere near least, Hints, Tips, & Tricks, the IMG Game Poll continues, latest games release list, Strategy & Tactics, and an April Fool's Day joke somewhere....

**Win free software!** To find out how you can win some great games, look in the "IMG Game Poll" and "Subscription Order Form" sections this month.

### The IMG Rating Guide

✓ - Poor   ✓✓ - Fair   ✓✓✓ - Good   ✓✓✓✓ - Excellent   ✓✓✓✓✓ - Sublime

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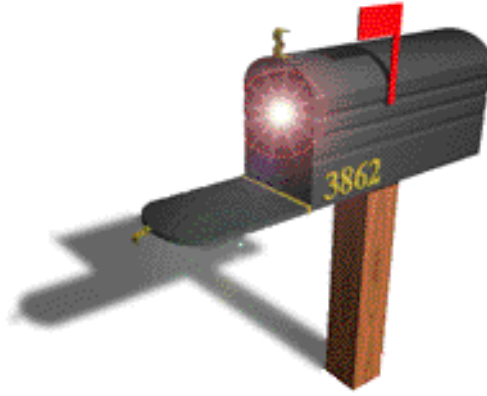
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## Writing for IMG

If you would like to write articles, reviews, tips, tactics, rumors, or other fun stuff, e-mail Inside Mac Games on AOL, CompuServe, or Genie, or send us a letter to the above address. Last month we had tons of requests for our Official Writers' Guidelines. If you have an idea, please let us know what you would like to review or write. If we like your idea, we will send you our complete Writers' Guidelines. All submissions become property of IMG and will not be returned unless prior arrangements have been made. All submissions will be considered for inclusion.



## IMG Mailbox

### More praise for IMG!

I love it! Best Mac game magazine I've seen ever, and I've been using Mac's since 1986.

*Alex M. Ledin - Rohnert Park, California*

I would really like to thank you for your outstanding magazine. I enjoyed the wonderful artwork and the screen dumps. It is the best I have ever seen!! Especially here in the Netherlands it's quite difficult to read about new Mac games.

*Maurice Van Egeraat - Enschede, The Netherlands (Holland)*

### Spectre Supreme

I read your preview of Spectre Supreme in the March issue, great job! I can't wait to get my hands on it. Is it out yet?

*Mark Andrews - Detroit, Michigan*

**IMG:** Yes, we just got word from Velocity that Spectre Supreme has shipped. But due to great demand you might find it hard to get a copy of it at this time. Keep looking, you'll find it! —TD

### Out of this World

After reading about Out of this World in IMG, I downloaded the demo, and decided it was worth buying—but, I cannot find it at any major mail order outlet, yet a few copies have been sold at major software retailers (none of which I live near). Furthermore, when I tried to call MacPlay, I got a "we're all busy..." message, then a minute later a "we're still busy, please keep holding" and then THEY HANG UP ON YOU every time! Have you heard of any problems with this company? I'm beginning to wonder if they'll make it to release this game.

*HUNTnGATHR - via America Online*

**IMG:** Well, we haven't heard any negative things about them. In fact, we recently heard that they are porting Star Trek 25th Anniversary over to the Mac, which should make a lot of Mac gamers happy. Interplay (the parent company) seems to have made a solid commitment to the Mac now. As to where you can get Out of this World. We called several mail order places, and a few had it. Give them a try. —TD

### Printing Problems

I would like to have a hard copy of the magazine. I did try to print some "Hints, Tips, & Tricks." But then I canceled the printing after the first page came out only after waiting more than 20 minutes. Is there any way for me to print some pages faster?

*Cherh-Lin Chen - Auburn, Alabama*

**IMG:** It sounds like you might have tried to print out the whole magazine, so it might have been spooling all that time. Try this. Increase the memory application size of IMG to 2000K. Also, some readers have told us that they were only able to print when they switched their Mac to B&W mode. One more thing, try to print just a few sections at a time. DOCMaker allows you to select and de-select the chapters you want printed. Hope this helps! —TD

### Double Side - Double Density IMG?

My high density drive doesn't work all that well. Would it be possible to send me the magazine in double density? If not, then I can probably figure something out.

*Tony Small - Tarzana, California*

**IMG:** Unfortunately, we can only distribute the magazine on high density disks. We really need the extra space to those awesome screen shots :-). Perhaps find a friend nearby with a working HD drive? —TD

### MouseStick II

Your review of the MouseStick II, from Advanced Gravis, leaves me with several concerns about the factual content of your publication and your method of rating products. On a scale of 5 you rated the MouseStick II as 3, stating the handle and trigger design, a lack of trim adjusters and a \$50 upgrade cost as the reasons for the two point reduction.

Although our customer's comments dispute your concerns about the handle design, this is an item of personal interpretation and the reviewer is entitled to his opinion.

Trim adjusters are a requirement for old style PC joysticks that use inaccurate potentiometer systems. The MouseStick II has a high resolution optical system that automatically calibrates the mechanical and electrical centers of the joystick making trim adjusters obsolete. The reviewer states that trim adjusters can be used to adjust a plane's elevator trim. If calibration trim adjusters are used for this purpose, the elevators are moved to trim the plane but the joystick is not longer calibrated correctly resulting a reduced elevator movement range; a condition that can result in a crashed plane. Elevator trims are provided in some flight programs and the MouseStick II provides several means of support this feature...

...Your review incorrectly states a \$50 upgrade cost for current MouseStick customers. The upgrade is free, if downloaded from any one of several bulletin boards, or it can be ordered directly from Advanced Gravis for \$15. I believe your reviewer misunderstood the difference between an upgrade and another offer

being made for a discount on an additional MouseStick II. Registered MouseStick customers can purchase a MouseStick II, in addition to their current MouseStick, for \$50. This offer also provides them with the software to upgrade their current MouseStick. I would also like to point out that we are not aware of any other hardware product in this price range that has offered a continuous upgrade path over major version changes....

*Respectfully yours,  
Ron Haidenger  
Product Manager, Advanced Gravis*

**IMG:** First, I'd like to thank you for taking the time to address the issues I raised in my review of the new MouseStick II. Your response shows our readers that Gravis cares about its products, and this of course is also borne out in the quality of the MouseStick II. As I said in my review, despite some room for improvement, the MS II is *the* joystick for serious Mac gamers.

As for the points you raised, let me first agree with you wholeheartedly that comments on elements such as handle design are indeed a "personal interpretation." This also holds true for issues such as software interface and function, since regardless of how something is supposed to work, it's the end-user's actual experience with the product that counts. My experience with the MouseStick's lack of trim function was a real-life interpretation. If the software is designed to obviate the need for a separate trim control mechanism, then for some reason it did not work on my platform. As for the upgrade policy, I must admit I'm still a bit confused. From your response, it appears that there is in fact a \$50 upgrade policy for hardware.

IMG has a base set of rules for determining overall ratings, but a percentage of that is also relegated to the opinions and experiences of our reviewers. There is never a cut and dried set of rating rules that can effectively rate products. Remember, the three-check rating is a "Good" rating. I liked the MouseStick II and said so in the review. I also gave a volume of praise to all the MouseStick II's good features. I'll even add that I would recommend the MouseStick II over any other joystick for the Mac.

Starting with this issue we are adopting an official 1/2-point rating scale. Up until now, we have discouraged half-point ratings for various reasons. I seriously considered giving the MouseStick II a four-point rating, but I just couldn't justify it due to the problems I experienced with it. I wanted a midpoint but it wasn't available. Now that it is, I hereby re-rate the MouseStick to a 3.5. This new rating doesn't reflect any difference you may have with my opinions; it's simply the rating I would have chosen in the first place had it been "officially" available. —JB

#### **More MouseStick Feedback**

Overall, I like the MouseStick II, especially the increased number of buttons, which I feel is beneficial to Leyte Gulf. The stick length is too short for my hand, and I have what I consider small to average sized hands. Also, I've noticed that the stick seems to drift off center a lot more than in the previous MouseStick, but overall I think the new software is much better than the old, especially the feature that automatically loads the software when you start the game.

*ZorkMan1 - via America Online*

Aside from the oft-mentioned problems with the grip (way too small a circumference) and the lack of trim controls, it's a great stick. The software is nothing short of wonderful, and it works almost exactly as advertised. I just wish Air Warrior would work with it.

*Montessor - via America Online*

I have to disagree with the review of the Gravis Mousestick. In one word it "bites." Hardware may be adequate but the software implementation is horrendous. I would not recommended this joystick to anyone. This particular item deserves less than one check out of five.

*Jeremy Willett - Daytona Beach, FL*

**IMG:** Are you sure you're referring to the MouseStick II ? Its new software certainly rated high with this reviewer. Maybe next time you can elaborate a bit more on what you found wrong with it.—*JB*

**Letters to IMG.** If you have a question, problem, comment, suggestion, tip, or idea, write or e-mail us, please. All letters become property of Inside Mac Games. We reserve the right to edit any letters.





## New Releases

### Recently Announced Products and Updates

Please contact individual vendors for information on availability and ordering.

**Harpoon Designers' Series II.** Three-Sixty Pacific recently announced the upcoming release of the Harpoon Designers' Series II for both the PC and Macintosh. Like the first Designers' Series product, the Harpoon Designers' Series II will provide 12 new scenarios for each BattleSet the customer owns; 48 total. These new scenarios highlight tactical dilemmas and illustrate hard lessons in Naval operations and tactics.

In addition to the new scenarios, the Harpoon Designers' Series II also includes the Harpoon Data Annex and the definitive Harpoon Tactical Guide. The Data Annex provides complete data for all platforms, military bases, weapons, and sensors in the Harpoon series. Over fifty pages in length, the Data Annex is a learning tool that will expand the user's knowledge and enhance command ability. The Harpoon Tactical Guide provides the user with a concise and informative discussion of how to win at modern Naval warfare. Outlining concepts such as formation by mission and making the most of a sensor system's tactical capabilities, the Tactical Guide will give the player a greater competitive advantage. Suggested retail price is \$39.95. Requires Harpoon master game and Battlesets.

**V for Victory: Market Garden** is the third product in Three-Sixty's enormously successful World War II land combat series, V for Victory. Set in Holland in 1944, Market Garden challenges the player to take on elite German troops while attempting to capture and hold four crucial Rhine River bridges located on a narrow corridor of highway near the Holland-Germany border. Capturing and holding this crucial strip of highway was key in the Allied troop effort to strike into the heart of Germany. Market Garden was the military code name for this operation. The Market Garden operation is widely publicized through its dramatic portrayal in the United Artists' film "A Bridge to Far."

The Market Garden operation comprised an Allied brigade, three paratrooper divisions dropped at several bridge sites, and a British armored Corps that marched North from Belgium to secure the highway between each bridge. V for Victory: Market Garden gives the player the opportunity to rewrite history since, tragically, the Allied troops were unable to secure the last bridge, leaving 12,000 British troops trapped on the other side, many of which were lost to the Germans.

Like Utah Beach and Velikiye Luki, Market Garden is a standalone product. Neither of the previous V for Victory products are required for use with V for Victory: Market Garden.

V for Victory: Market Garden offers the following new features and game elements:

- New terrain types such as dikes and polders
- Seven scenarios of increasing difficulty
- Numerous historical variants such as absent divisions and more Allied air support
- Allied troops feature British, Polish, and Irish paratrooper units
- Elite German troop units including Panzer brigades and divisions and ferry boats
- Integrated sound effects
- Ability to play either side against the computer or another player
- Mac version will support the Apple Communications Toolbox

Suggested retail price of \$69.95. It will require a Mac Plus or better 6.0.4 or later, supporting both B&W and color.

**Eight Ball Deluxe** is the first of Amtex's "Pinball Classics" series, in which some of the greatest games in pinball history will be adapted to current electronic technology. Amtex chose Eight Ball Deluxe to kick off the Classics because it was the all-time best selling traditional pinball game. Developed by Bally in 1981, traditional Eight Ball Deluxe was the sequel to the popular circa-1977 game known as Eight Ball.

You don't have to be a pinball wizard to enjoy Eight Ball Deluxe, though. Anyone from any age-group can play as only four keys are required: the left and right flippers, the plunger key and the nudge key. Don't nudge too hard though, or you'll TILT! Bounce the ball off bumpers, through lanes, into bonus kickout holes and around objects to add points, excitement and variety. Three flippers control the action as players go for the 8-ball and then for the Deluxe. Play-along speech and background sounds encourage you to "Stop Talking and Start Chalking!"

Eight Ball Deluxe has a Country & Western theme, great graphics, sound, and realistic ball motion. All the features of traditional pinball are included. It is designed for today's high powered computers and takes advantage of the latest display technology and fast processors. The basic requirements are 4 MB RAM and a 13" color monitor capable of 256 colors. Eight Ball Deluxe is LC and System 7 compatible. Look for a review of Eight Ball Deluxe in a future issue of IMG.

**Heaven & Earth.** Buena Vista Software recently released its first Macintosh game, Heaven & Earth: A Dazzling Journey for the Mind. Designed by the people who developed Ishido and Shanghai, this game will challenge the player's skill, concentration, and intellect.

Heaven & Earth is really four games, each with their own particular challenge. The Heaven & Earth card game, inspired by the Japanese card game Hanafuda, is played with 48 cards, including special phenomenon cards with sound effects and animation, in 12 suits of four cards each. The Pendulum is a series of 24 animated simulations that provide a hypnotic, relaxing diversion. The Illusions contains 12 types of brain teasers and puzzles, on four levels, combining to form over 575 challenges.

Each game of Heaven & Earth can be played independently or can be combined to form a fourth game... "The Pilgrimage" to Shambala. This journey for the mind, soul, and body melds new challenges from the cards, illusions, and pendulum in a journey of 108 steps.

Now available for Macintosh computers, Heaven & Earth is shipping on six 3.5" disks. Both

color and B/W Macintosh computers are supported, and the suggested retail price for Heaven & Earth is \$59.95. Look for a review of H&E in a future issue of IMG.

**New Products and Updates:** Please send direct press releases (by mail, electronically, or fax), product announcements, and shrink-wrapped software (by mail or courier) to the addresses on the second page.



## From the Editor's Desktop

### News, Rumors, and Other Issues

**Letter from the Editor.** Although it has been two months since the introduction of Inside Mac Games, IMG really began in late 1992. Like most Macintosh enthusiasts we were frustrated to see that none of the “big” magazines really provided any “inside” information on Mac games. Sure, we would go and buy those gaming magazines at the bookstore, only to find one piece of information about a new Mac game that had actually been released six months ago.

So, with the help of Jon Blum (managing editor & art director) and the other editors, we began in December formulating a concept, the format, how it would be distributed, and a name for the magazine. Speaking of names, I think we had about 20 names floating around (like Matrix, Digital Matrix, The Mac Games Journal, and other even weirder ones) until we finally settled on Inside Mac Games. We picked that name because it kind of personified exactly what we were looking for, a magazine that would look at the “inside scoop” on Mac games. For example, a magazine that would provide sneak previews, insightful reviews, information on new products, hints and tips, and much more. IMG was not created to be a consumer guide or bible for Mac games, but rather an “informative” guide to Mac games. We believe that YOU should be the only and ultimate decision maker when considering purchasing games. Another reason we created IMG was for you to get involved and to have fun with it. That's why we have contests for free games, game polls, a letters section, and more.

As you might imagine, a lot of work goes into making an issue of IMG. And with it come some expenses. We realize that by offering a free online version people might be hesitant or unwilling to subscribe. One person recently asked me, “Why should I subscribe? It takes me five minutes to download on my local board.” Well, we view the free version as our advertising, hoping that you will find it worthwhile and decide to subscribe. It is shareware that happens 12 times a year. The disk version is over 1.3 MB, compared to half that size of the online version. The disk version also contains more reviews and a lot more screen shots. Plus, if there's any room left, we include the Shareware Game of the Month and other goodies.

We have tried to make IMG as affordable as possible. Each issue of IMG is just \$2. Unfortunately, something like this does take quite a bit of expense to produce. That is why we need your support. With your help, we will continue to bring you the great previews, informative reviews, and much, much more. So, much like PBS, we ask you to send in those letters, hints, articles, ideas, etc. and to please subscribe and help keep IMG alive and kicking. In return, we promise to bring you the best in Macintosh gaming news.

*Tuncer Deniz*

### Coming Soon

Probably the hottest rumor circulating around these days seems to be Origin's re-entry into the Macintosh game market. IMG has recently learned that Origin will soon release **Ultima 6** for the Macintosh. Look for it in June or July. On a similar note, word is Origin is planning to port their highly popular space adventure game, **Wing Commander**, sometime in the near future. Origin—it's about time! • In a surprise move, Lucas Arts is in the process of porting their recently released Star Wars game, **X-Wing**. According to inside sources, George Lucas (a devoted Macintosh enthusiast) has given the go ahead to develop X-Wing for the Mac. As we speak, the development team is forming. Look for X-Wing in late 1993. • Contrary to rumors we heard last month, Access has finally elected to port their popular DOS golf game, **Links 386**. It will feature stunning 3-D graphics, photo-realistic fairways and greens, and lots of cool sounds. It is scheduled for an early 1994 release. • Now here's a strange one: An unidentified source told us that **Graphic Simulations** (makers of Hellcats and the pending F/A-18) has been contracted by the U.S. Air Force to develop a flight simulator for the Air Force's newest secret weapon, the spy aircraft dubbed Aurora. IMG contacted both the U.S. Air Force and Graphic Simulations, and both had no comment. • It looks like Microsoft once again will let Flight Simulator lag behind its PC counterpart like it did with version 1.0. Although **Flight Simulator 5.0** will be shipping in a few weeks for the PC, IMG has learned that Microsoft will not update the Mac version to 5.0. Microsoft cites "lack of interest in the Macintosh gaming market." I guess Gates has more things to worry about these days—mainly the U.S. Government. • Lastly, IMG is proud to announce its first game title under the **Gotcha** label. It will be released on April 1st, titled **April Fool's Day**. If you have any rumors or tidbits about upcoming Macintosh games, please drop us a note. All sources will be kept confidential. We will be returning to the "real" rumors next month. —TD

### Changes to IMG

IMG will no longer provide online subscriptions for America Online, CompuServe, or GEnie addressees. However, we are offering a special Internet version for Internet users. Please refer to the subscription form on the back of this issue. • IMG will also no longer be offering a B&W disk version, just color. • We now provide customer support on online services like CompuServe, America Online, GEnie, and the Internet. We also recently installed a separate phone line just for our customers. If you have subscription questions or problems, ideas for articles, tips, etc., please don't hesitate to call or fax us at 708/486-0636. To send a fax, just do as you normally would, no need to call us via voice before sending. • IMG will soon be on several CD-ROMs. We will announce next month where you can find the online version on Cd-ROM.

### Free Software Contest

To find out how you can win some great games, look in sections "The IMG Game Poll" and "Subscription Order Form" in this issue.

### Special Thanks

The editors of IMG would like to thank all our writers, Neil Shapiro, Gregory Wasson, Steven Lundin, Bart Farkas, Sandy Kettenhofen, Daniel Augustine, Rod Whitten, Owen Linzmayer and all of you who have given us their support.

We would also like to thank:

Trey Smith, Jeff Morgan at Graphic Simulations • Mark Wall at Green Mountain Software • Pete Sipoidis and Andrew Sipoidis at Changeling Software • Mike Saenz and Norm Dwyer at Reactor • Howard Luxenberg at Inline Design • Michael Beninger at Sanctuary Woods Multimedia Corporation • Eric Hook at Presto Studios • Andrew Welch at Ambrosia • Tom Byron at Spectrum HoloByte • Sally Vandershaff at Maxis • Scott McDaniel at New World Computing • Ann Emmerth at Mac Play • Vincent Karrella at Drew Pictures • Ron Haidenger at Advanced Gravis • Maureen Donnelly at Velocity Development • Kathy Gilmore at MicroProse Software • Daniel Ballew at Leviathan • Colleen Mogan at Amtex Software • Ian Gilman at Buena Vista Software • Karen Conroe at Three-Sixty Pacific.



## IMG Interview: Spectrum HoloByte

Interview by Christopher A. Myrick

The following Q&A is a composite from notes taken during over two hours of discussion with people at Spectrum HoloByte. Any text in [brackets] are my own personal comments.

**IMG:** What is the story behind Falcon MC's small screen size, 16 colors, faulty flight model, and long development time?

**Spectrum HoloByte:** We first started working on a color version of Falcon for the Mac around 1988, soon after Falcon 2.x was released. During the next couple of years three separate programmers worked on the project for awhile before moving on. In 1990, two more Mac programmers joined the company and went to work on a color Falcon, but were temporarily assigned to another project involving one of the Tetris family of games. During this time, the demand for a color version of Falcon never relented, and we realized that a color version was definitely needed.

When the two programmers were finally able to give Falcon MC their unwavering attention, two major constraints appeared: time and the original Falcon flight-model. Time was a limiting factor because of the need to produce a product to meet the demand, and this imposed deadlines on the flight-model. The original flight-model had some major quirks in it [like the problem with going vertical and not being able to roll out on any heading], but rewriting it to more realistic levels would take at least two years. We didn't have two years so the decision was made to base Falcon MC on the original flight-model. Some minor changes were made, but the flight-model's architecture dictated that major changes would require a complete rewrite.

Once we'd decided to use the original flight-model, we turned to the question of screen size and number of colors. Our programmers wanted build multiple-screen support into Falcon MC, but lacked the time to do so. Thus we decided to support the lowest common denominator, the 12" screen, so that owners of LCs [and now of Color Classics] would not be excluded. Time also played a part in the number of colors Falcon MC would display. Not having enough time to create a 256 color [8 bit] 3D world forced us to settle for the 16 color [4 bit] world that was included. The number of colors was also constrained by the flight-model, which would have slowed down to appalling frame rates at 256 colors.

[As we all know, frame rates are one of the most important aspects of flight simulators. Contrast Hellcats' high frame rate and high popularity with Red Baron's low frame rate and low popularity.]

Those are the reasons we released Falcon MC as a 16-color game that ran in a 12" window. Compared to Falcon 2.x, Falcon MC represents a significant improvement.

**IMG:** What are the missile parameters for Falcon MC and why do the GBU-12 TV guided bombs fly faster than the plane that released them?

**Spectrum HoloByte:** The missile ranges in the game are those that are listed in the manual. The air-to-air missiles [both U.S.- and Soviet-made] have proximity fuses that will detonate them if they are within a lethal radius of your plane [thereby making them very hard to evade, especially the AA-7 Apex with its 88-lb. fragmentation warhead. The surface-to-air missiles only have contact fuses, so all you have to do is get out of their way, but quickly. Incidentally, real SA-2s and SA-6s have proximity fuses.]

The GBU-12 TV guided bombs behave the way they do because the game treats them as AGM-65B Mavericks. A bug in the program gives them slightly more forward velocity than the plane, but their homing and flight characteristics are based on those of the Mavericks. If we were going to accurately display all the weapons [both free flight and guided] in flight, we would have to include miniature flight-models for each weapon in the simulation.

**IMG:** At the moment, MiGs are generated within 5 miles of our F-16s and the Airborne Early Warning aircraft don't let us know about them until they are within missile range. Why are the AWACS so shortsighted?

**Spectrum HoloByte:** The MiGs come in at low level to avoid radar detection, popping up once they are well within missile range.

[The APG-66 radar in the F-16 might not be able to separate low flying targets from the ground targets, but the AWACS should be able to pick up the incoming MiGs. After all, AWACS can even track vehicles on roads.]

**IMG:** Why is the Falcon MC communications module so touchy? [I have yet to achieve a solid connection at 9600 baud.]

**Spectrum HoloByte:** The communications module suffered from the same syndrome as the rest of Falcon MC. We wanted to completely redo it, but time constraints forced us to base the Falcon MC communications module on the Falcon 2.x module. We have managed to fix some of the problems with head-to-head combat on networks [see below for more stuff that is in the update to Falcon MC 1.0.1. I bet that the communications module would also benefit from a new and improved flight-module.]

**IMG:** We hear that you are releasing an update for Falcon MC. When can we expect it and what will it fix?

**Spectrum HoloByte:** As of today [the interview took place on 3/11/93] the update is ready for duplication and verification. All that remains to be done is the completion of the Read Me file that will accompany the update. We expect it will be released within a week. The update fixes some of the MouseStick problems, hides the background and menu bar, fixes the promotion bug [no more Generals and civilians with over 8000 points] and fixes the synchronization problem in head-to-head engagements on networks.

[By the time you read this, the update should be available from Spectrum HoloByte and on various online services.]



**IMG:** Falcon 1.0 and Falcon 2.x both showed increased speed with increased CPU speed. Why doesn't Falcon MC run much faster on a fast Mac [e.g., a Quadra 950] as it does on a slow Mac [e.g., a IIx]?

**Spectrum HoloByte:** Combining the original flight model with the 16-color 3D world restricted the maximum frame rate to 15 frames per second [fps]. While you will see improvements in speed until you reach 15 fps, Falcon MC will not exceed this speed by much, so owners of Quadras fly at the same speed that IIx owners do. Falcon 1.0 and Falcon 2.x depended purely on CPU speed, which is why faster speeds were seen on faster machines [playing Falcon 2.x on a IIx was interesting, to say the least]. If you'd like to squeeze the maximum performance out of your Mac, make sure that: (1) you have no Initiators, Extensions, or other programs running at the same time as Falcon MC, and where possible drive your monitor with an accelerated video card instead of the built-in video.

**IMG:** In the view of the current limitations and great potential of Falcon MC, does Spectrum HoloByte have plans for any major upgrades?

**Spectrum HoloByte:** Not for Falcon MC. The next color Falcon for the Mac will be created entirely from scratch. Our programmers would like to start with a brand new flight-model, a 256-color 3D world, and create everything from scratch. We intend to do it right next time.

[It looks like Spectrum HoloByte is committed to eventually coming out with an improved modern air combat simulator for the Mac, but not in the immediate future. Read on for the juicy details.]

**IMG:** At the same time that Falcon MC's upcoming release was announced, Spectrum HoloByte also mentioned that they were going to release Falcon 2.5, a black and white upgrade of Falcon 2.2.x. Whatever happened to Falcon 2.5?

**Spectrum HoloByte:** Good question. Kyle Brink [technical writer and customer service representative] is looking into the fate of Falcon 2.5. As soon as we hear from him we'll let you know where it is and what happened to it.

**IMG:** A common question Falcon MC owners ask is why it isn't the Macintosh equivalent of Falcon 3.0 [for PCs]?

**Spectrum HoloByte:** The main reasons behind the big differences between Falcon MC and Falcon 3.0 are the time available for development, and the resources that were available. Falcon 3.0 was a major effort that took six or seven programmers, eight or nine artists, and four writers about two years to complete. Spectrum HoloByte didn't have the resources for a similar effort for Falcon MC.

[Some of you may remember Spectrum HoloByte's quest for good Mac programmers a couple of years ago. Apparently most good Mac programmers get snatched by business application developers who can pay more than game developers can. Even so, programmers make much more than we lowly fisheries biologists do. Porting Falcon 3.0 from the PC over to the Mac isn't a good idea. Look at what happened to Red Baron when it was ported. Ports always seem to work better when they go from Mac to PC.]

**IMG:** After the success of Tetris, Super Tetris, Welltris, Wordtris and Faces-Tris III, does Spectrum HoloByte have plans for more x-Tris games?

**Spectrum HoloByte:** Games of the Tetris genre are very popular and are relatively easy to develop. We'd gladly produce more if we could come up with ideas for a new game. Any suggestions? Incidentally, Tetris style games for the Mac look and play better than their PC counterparts. [No surprise there...after all, a Mac is a Mac.]

**IMG:** We've heard that you are going to release a game on CD-ROM called Iron Helix. What is Iron Helix and when is it expected to ship?

**Spectrum HoloByte:** [this is an excerpt from the press release]: Iron Helix, created by development house Drew Pictures Inc., will be published and distributed by Spectrum HoloByte. A March 1993 release is expected for the Macintosh CD-ROM platform. Rendered in full-color photorealistic 3-D animation, Iron Helix is an action adventure set in a cold-war future where a terrible biological weapon threatens to touch off a galactic holocaust. Players must stop the weapon from reaching its target by piloting a small robotic probe within an impossibly huge maze-like spaceship, all the while evading the ship's deadly security drone. Be speeding through corridors, shafts and chambers in this six level monolith, players must guide the probe to the clues that will stop the drone and destroy the monstrous ship. But there's a catch: the player's probe was developed for biological research and thus carries no weapons, making Iron Helix a race of wits and time.

**IMG:** A rumor that Spectrum HoloByte was abandoning the Mac market recently circulated on some online services. In light of this rumor, we were wondering what Spectrum HoloByte's strategic goals are for the next few years?

**Spectrum HoloByte:** Our company is driven by the same forces that drive all companies, namely, the need to remain profitable and the need to provide returns for our investors. We are currently in a physical growth phase, adding more people to bring our staff up to about 110 people. [And relieving technical writers like Kyle from having to do double duty as customer service representatives.] Our short term objective is to develop products that have high returns in order to satisfy the investors who are funding our growth phase. Once this phase is complete and we have stabilized again, we'll be able to allocate more resources to less profitable areas.

The need for high returns per effort invested dictates the type of projects we can undertake for the next couple of years. While Mac games are profitable, their return per effort invested is not as high as that of PC games. Conversely, the return from Mac or PC games is not as high as that from cartridges for home entertainment systems [Sega, Nintendo, etc.]. Therefore you can expect Spectrum HoloByte to focus their in-house product development on high-return projects, at least until we can afford to resume developing products for less profitable areas.

This does not mean that we are abandoning the Mac market. As is the case with Drew Pictures Inc. and Iron Helix, Spectrum HoloByte is more than happy to help small companies publish and distribute their quality Mac games.

[This type of arrangement is beneficial to everyone involved; Spectrum HoloByte gets some revenue, the small company gets some capital and can take advantage of Spectrum HoloByte's marketing and distribution expertise and we, the consumers, keep getting cool Mac games. Does it matter who writes them?]

**IMG:** Do you see any future trends in game hardware or software?

**Spectrum HoloByte:** One trend that is apparent is the increasing size of games. Currently large games are being distributed on floppy disks, but it is cheaper to distribute a game on CD-ROM than on a couple dozen high density floppies. Right now the CD-ROM installed base is small, but provided the price of CD-ROM drives continues to drop and Apple keeps releasing new Macs with built in CD-ROM drives, a critical mass will be reached, making distributing games via CD-ROM a viable option.

**IMG:** Does Spectrum HoloByte plan to develop games for the Power PC, the end result of the Apple-IBM alliance?

**Spectrum HoloByte:** Yes. Once the installed base is large enough, we will develop games for the Power PC. If the Power PC maintains compatibility with existing Mac and IBM platforms, then the development process will be faster and easier [and we Mac F-16 jocks can settle a few scores with certain Falcon 3.0 jocks].

—End of Interview—

So there you have it, the synthesis from the interview with Spectrum HoloByte. My personal conclusions? Well, Spectrum HoloByte is not the Evil Empire. They are just another company driven by the same forces that all other companies are driven by, time and money. Unlike some companies, Spectrum HoloByte has a large number of incumbent Mac users who will probably guarantee that the company not abandon the Mac market until the Mac itself is gone. As far as Falcon MC goes, what we have is a classic example of a product that was created under pressure to meet a massive demand and that suffered because of a lack of development time and resources. Hopefully all future Spectrum HoloByte releases will not have to suffer from these ailments.

I'd like to thank the following people at Spectrum HoloByte for putting up with me, hour late that I was, and for allowing me to barrage them with an endless series of questions and comments.

Judy Biletznikoff, Public Relations Assistant  
Mark Blattel, Software Engineer  
Kyle Brink, Technical Writer and Customer Service Representative  
Robert Giedt, Technical Writer  
Brian Lewis, Software Engineer

A special thank you is reserved for Kyle Brink, who not only answered many of my questions but also arranged the Spectrum HoloByte side of the interview, and gave great directions to Spectrum HoloByte. Without him, there would have been no interview, and I would still be driving around Alameda looking for the right building.



## IMG Interview: Dongleware Publishing

Interview by Douglas Kiang

Oxyd, the first game for the American market by the German company Dongleware, is a unique strategy-action game in which you must guide a marble through more than 100 different landscapes. Here, Douglas Kiang talks with Meinolf Schneider, programmer of Oxyd, and Klaus Schultheis, president of Dongleware Publishing Inc.

**IMG:** How did you get started as a programmer?

**Meinolf:** I was fortunate to grow up with PCs. My first programming device was the TI-59 calculator. I was 14 years old then. I created my first animated computer game on an Apple II. Since 1986 I've been programming on the Atari ST. My first commercial game "Bolo" was published that year.

**IMG:** Can you give us a little bit of the history behind DongleWare Publishing?

**Meinolf:** Klaus and I incorporated Dongleware Publishing in 1992. I founded the German company in 1990 and we have published three games for German Atari STs: Oxyd, Oxyd2, and Spacola. Spacola, combining "Space" and "Cola", is a satirical space adventure. Oxyd is our first product for a worldwide market, and the first to cover all major platforms.

**Klaus:** I met Meinolf in 1990. He had just published Oxyd on the Atari ST and my company directed a group of 34 shareware vendors in Germany, Austria and Switzerland. I was immediately fascinated by his marketing approach. Dongleware was an excellent compromise between traditional shareware and commercial distribution. I had been involved with shareware since 1986 and it was quite clear then that the idea did not work well for programmers.

**IMG:** Why is that?

**Klaus:** Disk vendors made enormous profits selling shareware, but authors hardly ever received the registration fees they asked for. Dongleware combines the best of both worlds by tapping into effective distribution channels and having users comply with the Dongleware idea. That struck me as pure genius. Shortly after our network of 34 dealers published Oxyd, orders for the book started rolling in, and Oxyd became a bestseller.

**IMG:** What was the inspiration for Oxyd?

**Meinolf:** The basic idea behind Oxyd is that the player encounters a unique environment with special rules and unusual interrelationships. The player must explore and discover the operational rules within Oxyd in order to solve the puzzles. The game elements themselves come from a variety of games. When people look at Oxyd the first time they immediately say, "It looks just like..." Of course, Oxyd contains a bit of everything. What really distinguishes Oxyd from other games is that the player has to find out for himself what function any particular game element serves and how that relates to the puzzle encountered in a level. By combining certain elements new gaming situations evolve in later levels.

**IMG:** What was Oxyd developed on?

**Meinolf:** Oxyd was created on an Atari ST 68030 using Megamax Modula-2, developed by friends of mine, which offers special programming features I was interested in, like an In-Line Assembler for example. Cross-compiling creates the executable files for other platforms as well. Unfortunately, our system only generates 680xx code which is why porting Oxyd to the PC was a bit more complicated. We used JPI-Modula on the PC and MM2 as well as P1-Modula on the Mac. We used to create and edit all the graphics and sounds on an Atari ST. Now all the graphics are done on the Mac. The user interface and the superior graphics applications on the Mac were the reasons for this switch.

**IMG:** There have been a number of DOS "ports" to the Macintosh recently that have been pretty terrible in terms of smoothness of gameplay, graphics resolution, and sound. How did you manage to get Oxyd released for so many different platforms? Did Meinolf do all of the programming himself?

**Meinolf:** A possible port to other platforms was always on my mind during the planning and programming stages of Oxyd on the Atari. Modula-2 supports this. Anything that depended on particular hardware support, like graphics and sounds, had to be modularized and given an absolutely transparent interface. Then I employed platform specialists to do the actual portations. Graphics and graphics drivers were created and developed by myself. The protocol is on a rather abstract level so that very little testing was required to create the linked game option. As long as the same screen resolutions and processor types are used the linked game is possible.

**IMG:** There has been much discussion lately about the benefits/disadvantages of copy protection. Some feel it is at best a troublesome, only partially effective system that serves to "punish" the legitimate user, while others feel it is a necessary evil. Few people like it. What factors influenced your decision to protect Oxyd with a copy protection scheme?

**Meinolf:** Copy protection is a drag and not just for the user. I hate any form of copy protection. The implementation of protection mechanisms destroys the clean and well-organized structure of the code I would like to maintain in my work. What's even worse is that it costs me so much time and effort I would rather invest in the creation of new game ideas. But, experience shows that there is no way to survive without it.

I think the Dongleware protection method can be improved upon in many ways. There are a number of ideas how the book and the code words can become an integral part of the gameplay.

In Oxyd 3.4 the number of magic stones has been significantly reduced. In addition, fewer magic stones appear once you've removed some of them during the gaming session.

**Klaus:** Without Dongleware copy protection Oxyd would simply not exist today. Meinolf's first commercial game Esprit was a tremendous success in Germany with nearly 250,000 pirated

copies! Everyone loved Esprit, but only 2,000 games were sold. Meinolf had spent twelve months developing Esprit, but in the end his income was much less than what he could have made slinging hamburgers at McDonald's. I would have quit and gotten a real job, but he went on to create Oxyd and try again.

Unless someone can change human nature and curb piracy I'm afraid we have just two options in this matter: Oxyd with copy protection or no Oxyd. Our customers will decide, and if they like it we will give them Oxyd 2.

**IMG:** Tell us a little bit about Oxyd 2. Will there be any new features added? New types of landscapes?

**Meinolf:** Oxyd 2 includes 200 entirely new landscapes, additional tokens, new physical effects like rubber bands and a lot of new gimmicks. If Oxyd 2 meets the expected goals I would like to develop yet another sequel. There are a number of ideas I want to play around with.

**IMG:** What will we see in the future from DongleWare publishing?

**Klaus:** We would like to release Oxyd 2 by Christmas of 1993 and Esprit no later than the summer of next year. This will depend very much on the initial success of Oxyd. I think Spacola, a hilarious space adventure and action game, could do well in the U.S. Bolo, a break-out game that features game elements of Oxyd, and Oxyd Designer should appear in the not-too-distant future. Finally, Oxyd 3 is on my personal wish list for Christmas of 1994.

**IMG:** Will the Macintosh platform be supported in the future in games that you develop?

**Meinolf:** Absolutely!

**Klaus:** I like Mac users. I think they're the kind of creative people who enjoy games like Oxyd and will continue to do so in the future. One aspect of Oxyd is the fact that people talk about it a lot. When I'm on the Thursday night Oxyd hotline I usually have a great time discussing game strategies with Mac users. Positive feedback from customers is what makes any job enjoyable.

**IMG:** Have you considered selling the Oxyd book through major bookstore chains?

**Klaus:** You can order the Oxyd book at any bookstore in the U.S. or Canada. All you need to tell them is the ISBN number and the name of the publisher. You'll find that information under items 8 and 9 in the main menu of Oxyd. You could even borrow the Oxyd book at your local library. They may not stock it yet, but if enough people ask about it...

**IMG:** I would like to thank both of you for your time, and for sharing your thoughts about Oxyd with us. We look forward to many more great products from Dongleware Publishing in the future. Is there anything else you would like to tell readers of Inside Mac Games?

**Klaus:** I want to thank all of you who have shared your enthusiasm for Oxyd with us. I would like to ask for your support to make Oxyd a success in this country and help us create more games of this calibre for the Mac. There are a number of things people have done to spread the word: Give copies of the Oxyd software to other computer users, upload the game to bulletin boards and show it to teachers and parents. I thank you, Douglas, for the opportunity to present Oxyd to the readers of Inside Mac Games.



## Sneak Peek: A Visit to Reactor Inc.

by Tuncer Deniz

**Note:** Screen shots and information presented in this article are based on a pre-release version of *Screaming Metal* and *Virtual Valerie II* and are therefore subject to change. This article is not a review.

IMG recently visited Reactor in Chicago, the company that pioneered the Macintosh CD-ROM entertainment industry with releases like *Virtual Valerie* and *Spaceship Warlock*. While *Virtual Valerie* did raise some eyebrows, it wasn't until *Spaceship Warlock's* release that Reactor became the front runner in the CD-ROM industry. Since its debut, *Warlock* has sold over 20,000 copies and is currently the best-selling CD-ROM title on the Macintosh. Quite an accomplishment for former Marvel Comics illustrator and founder of Reactor, Mike Saenz, who in four years has built his company into a multimedia entertainment software giant (by Macintosh game standards, that is). As IMG found out from talking with Saenz, what makes Reactor and his software titles such a success is his uncanny gift for recognizing trends and meeting the needs of the Macintosh gaming enthusiast, like you and me.

**The Evolution.** Saenz began his love affair with computers in 1983. In 1985, a year after the introduction of the Macintosh, Saenz released the first computer-generated comic book entitled *Shatter*, which went on to sell over 100,000 copies. While *Shatter* might have broken all kinds of records, Saenz saw floppy disks as too limited in terms of storage for what he envisioned as a true interactive entertainment experience. He had known about CD-ROMs since 1985, but held back from developing CD-ROM software until, as Saenz explains, "CD ROMs became a reality in the Macintosh industry and there were tools that would allow me to develop them." In the meantime, Saenz worked in multimedia design and development for a few years, where he gained valuable knowledge and experience that he would later use to develop CD-ROM software. In 1989, with one hand on his Mac and the other on his credit cards to finance a CD-ROM project, Saenz developed *Virtual Valerie*, which became an instant success. With some much-needed cash on hand, he went on to create Reactor and a more sophisticated game, *Spaceship Warlock*.

*Spaceship Warlock* was released in 1991. It is a science fiction adventure that has over 125 megabytes of graphics, animation, music, and sound. What was unique about *Warlock* was that it featured hundreds of scenes, 3D animation, continuous audio, and a "save movie" function. The Macintosh community loved it. It was one of the first interactive movies on CD-ROM for the Macintosh, and it gave Reactor the credibility and fame it enjoys today. Although Saenz gives credit to others for pioneering CD-ROM entertainment, he does admit that Reactor "pioneered very large scale, cinematic graphic adventures on CD-ROM. We do this by,

essentially, applying a real solid work ethic that comes from our background in comics.” In fact, everyone in the creative development team at Reactor has a background in comics. With this unique talent they have the creative ability to create unique worlds, interesting characters, rich cinematic storytelling, and do massive amounts of eye-opening illustrations.

With a workgroup of eight extremely talented computer artists, Saenz is readying an assault on the Macintosh game market in 1993 and beyond. In the coming year, Reactor plans to release Virtual Valerie: The Director’s Cut, Virtual Valerie 2, Screaming Metal, and Spaceship Warlock 2. IMG had the privilege of viewing some of the work in progress.

**Virtual Valerie 2.** Valerie is back, or should we say, on her back. Virtual Valerie is the ultimate in cyberotica entertainment. In this adventure ( it’s not really a game) you control the action. It uses a point and click interface making you the virtual “sexplorer.” We realize much of our audience may not be “of age,” so we’ll leave out the details. But from what we saw, suffice it to say that Virtual Valerie 2 will surely get some hearts pumping once again.

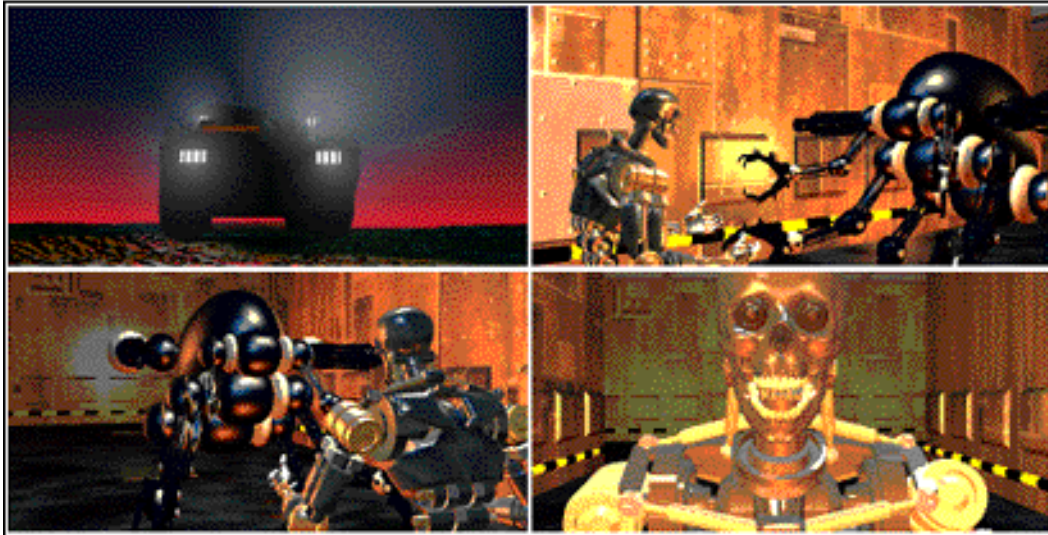


The graphics are mind-blowing. Valerie is now a totally sophisticated 3D model to give her a more realistic look. Almost every part of her 3-D frame moves in various different directions. The game has been enhanced with great graphics, sizzling animation, digitized sound effects, and an original music score. Virtual Valerie 2 will require a color Macintosh, 12” monitor, 4 MB of free RAM, and a CD-ROM drive. It is scheduled to be released in Spring 1993.

**Screaming Metal.** Screaming Metal (SM) is the most ambitious project Reactor has ever undertaken. It will feature tons of detailed scenes, fluid animation, and photo-realistic rendering to make it one of the highest quality 3D modeled, graphic, and animation interactive movie ever seen on the Macintosh platform. To achieve this the Reactor development team is



using almost every program imaginable to make this their finest offering yet. "We use a lot of different programs," Saenz explains. "In fact, it sometimes looks like it's a test of how many different programs we could possibly use. We use, among others, Photoshop, Swivel 3D, Studio 8, Illustrator, Macromedia Director, Electric Image, Morph, and the list goes on." But as the end result will show, the quality of the game will not be determined by the number of programs they use, but rather the very talented team Saenz has put together to work on this project.



**The graphics** in Screaming Metal are beautifully rendered.

The perennial theme in Screaming Metal is derived from some contemporary science fiction films. Screaming Metal will be a gothic, horror, space interactive movie much in the same tradition as movies like Terminator, Alien, and Blade Runner. But to add a little twist, Reactor is making it a spoof by making fun, lively characters. Take, for example, navigator and space cowboy, Slim. He's the comedian of the bunch. Slim acts like a real cow-poke, but he's really a Jewish kid from New Jersey who idolizes Elvis Presley. And what would a science fiction story be without a character like Stone, the Sarge. He's black, he's bad, and he chews on cigars just to put himself in a foul mood (he hates cigars). He also hates space travel and having to mother-hen greenhorns like you, but he hates Spaces Vampires more. Other characters include Ace, the female pilot; Deguello, the communications officer; Roadkill, the medical officer; Brutus, a gung-ho Marine; Herc, the Commander-in-Chief; and Admiral Wiley, the "old man" and top boss. He's never been in close combat with the enemy and it's a good thing too, otherwise he'd give up and head home.

The basic storyline in Screaming Metal is in the same spirit as Spaceship Warlock. As the story begins, the United Space Forces has just launched a massive assault against an evil race of Space Vampires who have plagued the star colonies for some time now. But these Space Vampires aren't your typical blood-sucking vampires. They are a weird, robotic, alien race which have been constructed and unleashed by a supreme alien. Their diabolical mission is to suck human brains out and bring them back to their master, who uses them in very mysterious ways (Saenz didn't want to give the surprise away). However, the assault was a failure and the Space Forces have been forced to return to Earth. In defeat, The Admiral of the forces has switched his flagship over to the SS Annihilator, which has been transformed into a morgue carrying back the dead from the lost battle. However, the Admiral sees a window of opportunity to strike at the alien home world, which had previously been a secret. Your mission is to launch a last desperate attack on the evil aliens. Should you win, you still face the final

challenge of going back home in the ship carrying all the dead, or should I say. . . the undead [macabre laughter].



**What would** a Reactor space game be without incredibly detailed ships?

In *Screaming Metal*, you are one of the principal characters, a commando space marine. As Saenz appropriately puts it, “You are you.” Using your mouse you navigate in the direction you desire. At your disposal, you have an array of powerful weapons to fight off the brain-sucking vampires and other evil nasties. The game play itself will be very much like your classic shoot’em-up arcade game, with enemies you have to kill. In many ways, it has the interactive movie aspect of *Spaceship Warlock*, but the arcade aspect of it will give it mass appeal to audiences who love shoot ‘em-up type games.

The graphics and animations in *Screaming Metal* are no less than stunning. In one of the demos Reactor showed us, we witnessed a wonderful high-speed ride around a futuristic city. The cityscape was so realistic and beautiful, it would probably even make George Lucas drool with amazement. To achieve these spectacular cinematic sequences, Reactor uses a program like Electric Image to animate a camera that “flies” around a 3D modeled city. The overall rendering quality has drastically improved over *Spaceship Warlock*. The graphics in *Screaming Metal* feature true-phong shading, shadow casting, texture mapping, and bump mapping, all used to make it a truly photo-realistic graphic adventure. And unlike the painted characters in *Spaceship Warlock*, all the characters in *Screaming Metal* will be 3D modeled and animated to make them more realistic. All in all the game will be truly cinematic, have very high quality graphics, and be full of rich, lively characters. Quite a tall order for the team at Reactor, which is why this game has taken a long a time develop. *Screaming Metal* is scheduled to be released in Fall 1993. Stay tuned!

**At the Core of the Reactor.** In the past year, Reactor has been growing and expanding rapidly. They have reorganized the company to meet marketing, distribution, and customer service demands, and have also begun publishing a newsletter geared for their customers. Reactor also recently started working on a new comic book label. In addition, due to the great success it has had on the Mac, *Spaceship Warlock* is being converted to the PC platform.

As the company has grown, their image as a “nasty, sex-oriented” software company has somewhat dissipated and they are now regarded as one of the premier CD-ROM entertainment companies in the world. As you would expect, that suits Saenz just fine. “We don’t want to be

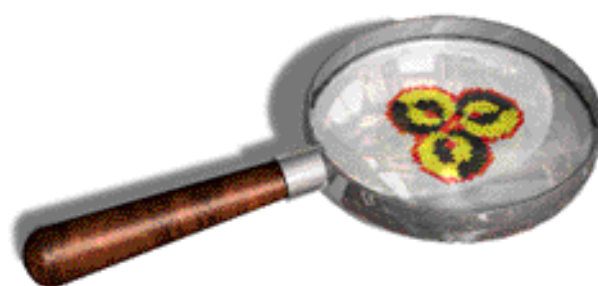
known as the adult-oriented entertainment company,” Saenz explains. “We have a lot of ideas, creativity, imagination, and a lot of ability to create great science fiction entertainment products.” So while their image may have somewhat changed over the years, their goal of producing unique and innovative Macintosh products hasn’t. Many describe Saenz as an innovator, CD ROM guru, and visionary, but the one word that probably describes him best is that of creator. As Saenz points out, “I am a creator. I want to create.”



It's true that the majority of Macintosh users don't have a CD-ROM yet, which Saenz generally blames on the lack of software titles available on CD-ROM. After all, why buy a CD-ROM drive if there are little or no titles that appeal the Macintosh gaming enthusiast? However, as CD-ROM drive prices drop and speeds improve, Saenz sees the future of the CD-ROM industry as a strong and viable component in the Macintosh entertainment industry. With similar products like *The Journeyman Project* and *Iron Helix* in the pipeline, the future of CD-ROM is alive and kicking. So, if that won't convince you to get a CD-ROM drive soon, maybe seeing a game like *Screaming Metal* will. I know it convinced me!

— *Tuncer Deniz*

I would like to thank everyone at Reactor for taking the time to show us around. I would especially like to thank Norm Dwyer, who set up the visit and got me all those wonderful screen shots. Finally, I'd like to thank Mike Saenz for giving us a very enlightening tour and a wonderful interview.



## Review: **The Journeyman Project**

Reviewed by Neil Shapiro

**Type:** Puzzle-Oriented Graphic Adventure


**Publisher:** Presto Studios Inc.

**Retail Price:** \$99.95

**Mail Order:** \$69.95

**Requires:** Mac II or better, 256 colors on 13" or larger, 5 MB RAM and CD-ROM drive

**Protection:** Off-disk copy-protection

**IMG Rating:**  1/2

THE JOURNEYMAN PROJECT from Presto Studios is the latest entry into the Macintosh CD-ROM gaming sweepstakes to see what company will turn this revolutionary technology into a winning formula. Journeyman features wonderful digitized graphics, sound and animation, an involving story line and a puzzling plot. Is it not just a story about the future but the actual future of gaming itself?

**Future History.** First, let's consider the story background. The game opens up in the city of Caldoria in 2318—about two hundred years after a unified world government was established. In 2308 the first contact was made with an alien race who gave Earth ten years to consider their Galactic proposal of having humanity join with them. Now, the ten year waiting period is up and the aliens are asking for a decision.

But the decision is being influenced by the past—and the past is being changed. Time travel is a working discovery and some force is using it to change past history in order to make peaceable settlement with the aliens less possible. The player takes the part of a secret agent in the time-traveling Temporal Protectorate. The mission is to restore the time track to what it should be by thwarting the changes made in time before they are made!

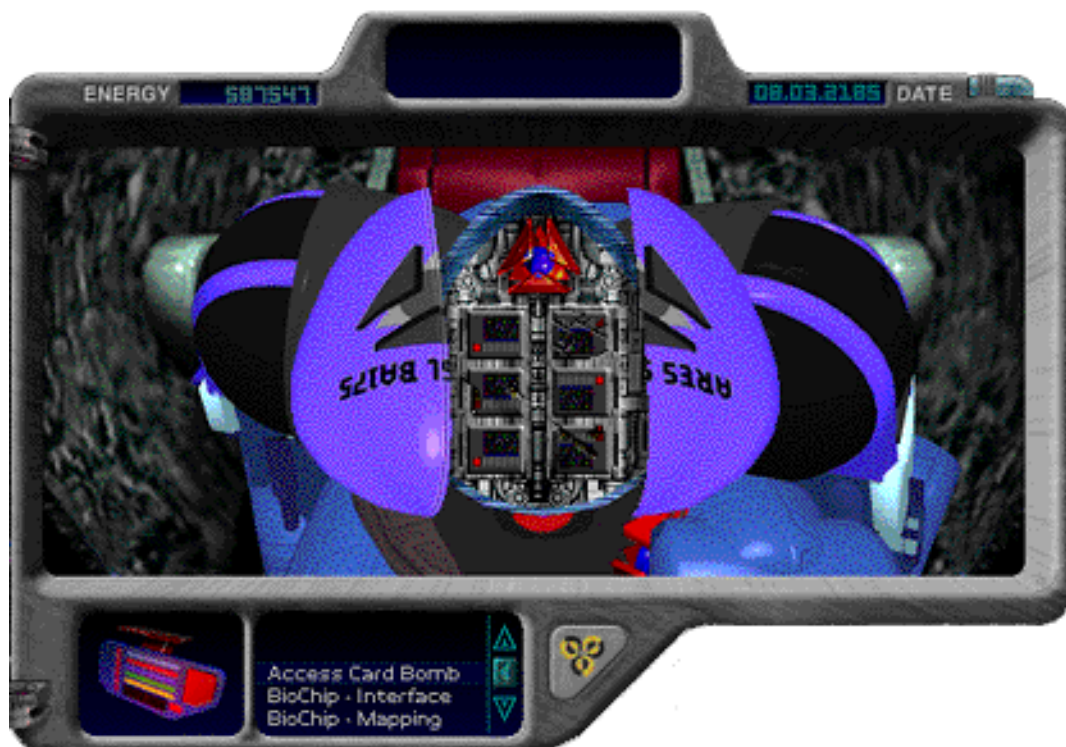
So far, interesting enough—but that could be the synopsis for just about any game on the scale from putrid to let's-not-eat-today-and-play. Any game player worth their scoreboard knows that the proof lies in how the graphics, interface, and "feel" of a game all add up.

**The Eyes Have It.** Graphics are the first thing in Journeyman that leap out at you, grab you by the lapels and say in a sort of excited, slobbering voice "This is IT! You're going to like THIS!"

Too many games on CD-ROM and on one of those fifty-floppies in a box packages go for graphics



that are bright and colorful and with-it and totally unbelievable. But the artists behind Journeyman have obviously studied their craft and would be capable of, say, storyboarding the next Ridley Scott movie. Better, the graphics all work together in an interactive manner that adds to the game's feel of being almost a virtual reality.



**Biochips** are used by the cyborg player to add functionality to their implants.

As an agent of the Temporal Protectorate you have a cyborg bioattachment on your left eye called a Biotech Interface. Your Biotech Interface, depending on what biochips you have plugged into it, will display on a pop-up viewscreen below the main window all sorts of information. The Interface comes with game saving functions and ones are soon added to help you time-travel, map, and track enemies through different time zones. Chips are plugged in and out from their biosockets via mouse control.

Meanwhile, in the main window it's look, click, and explore. It's a real kick to find the hidden controls in your own living room that holographically change the wall designs and background music, as well as the more obvious sorts of things you might "pick up" in any adventure game. Every so often a detail pops up that makes you realize that the only people who probably had more fun with this game than the players were the designers.

**Twisty Time Zones.** An adventure game must have puzzles and must appear at least to be open-ended to be a true success. If the puzzles are of a nature where it begins to seem like simply "pick up the cage, pick up the bird" without a real -world flavor, then the game can quickly pall on one.

The puzzles in Journeyman are all based around the concept of time travel and stopping unknown people from doing such things as shooting other people before they make some history-changing speech that they really did make in the main line of history. The first assignment is to go back in time and retrieve a log disc that contains the most salient features

of real history and that has been stored 50 million years in the past. The idea is that if history is being changed, say, three hundred years ago, then everything from then to now changes but not before. Thus, a true History can be preserved.

So you scoot on back in your time machine to that period, find the log and get back. That will be your first look at the good, old 1960's hallucinogenic Timothy Leary on budget drugs kind of graphics and sound that accompany the time trip.

Back at HQ the true history is compared to history as it has been changed and suddenly we are no longer in the Kansas of everyday gaming. At that point the use of Quicktime "talking heads" on computer monitors details what History is and what History should be. The acting of the people involved in these video segments is as good as a fine film and the QuickTime does well in that they are presented as believable images on a computer screen (on your screen!).

Each time one mission is completed in one time zone another mission is offered. Gradually the Player gets an idea as to who is trying to change him—and why.

However, the weakest part of Journeyman is that the actions that are needed in each time zone are extremely linear and sequential in nature. There is little or no room for creative exploration. Many of the puzzles are the variety this reviewer likes the least in that you must guess what almost unimaginable thing the programmer wants of you—and do it. Few of the puzzles have more than one path to solve.

Some unique mini-games are used to help solve various puzzles. For example, those good at the "Mastermind®" game will recognize the way one must puzzle out the color code to enter at a certain terminal.



**Interact** with all sorts of human, bionic and robotic characters. Some nice, some not.

**Worth the Time Slip?** But, overall, I found Journeyman to be always straining to try to be

a revolutionary concept in gaming but never quite busting out of the mold of what we have today into what we may have tomorrow. What it does—it does superbly. It's one of the best computer role-playing, puzzle-oriented adventure games—possibly the best if we limit discussion to the Mac. But given the possibilities of its graphics and CD-ROM interface one can look at this and have a great deal of respect for it and still say, "Gee, I wish they had gone that extra mile into the real future of gaming." But, I'm willing to bet their next release may.

Overall, the only truly poor feature of the game is that it has what can only be described as off-disk copy-protection. Yep—you heard it right. A CD-ROM game that would cost maybe \$700 for a dedicated hard disk big enough to copy it onto—and it has read-the-manual-based copy-protection. One of the programmers tried to explain this to me as a plot feature and, yes, they do work it into the plot. I don't care. If a game tells me to refer to page so-and-so in the manual to continue (as does Journeyman three or four times during gameplay) then that breaks the mood for me. And, when I lose the manual as I am absolutely sure to do, it destroys the game and steals from me what I paid for it (or what I would have had I not snarfed up this free reviewer's copy).

That aside, I recommend that if you have a Mac and the hardware needed to support the game that you pick up The Journeyman Project. It is not the next revolution in gaming. But it is, indeed, a fun game that offers challenge and involvement along with some of the absolute best graphics and interface yet seen on the Mac. :->

**Pros:**

- Wonderful digitized graphics
- Great QuickTime video segments
- Excellent storyline

**Cons:**

- Off-disk copy-protection
- Puzzles are linear and sequential



## Review: **Bill Elliot's NASCAR Challenge**

Reviewed by Steven J. Freitas

**Type:** Racing Simulation

**Publisher:** Konami Inc.

**Retail Price:** \$59.95

**Mail Order:** \$28

**Requires:** Mac Plus or later, hard drive, high density drive, System 7.0 or later

**Protection:** None

**IMG Rating:** √√√

**Introduction.** Americans have long had a particular fascination for racing. The National Association for Stock Car Auto Racing (NASCAR) was formed in 1947 to organize and promote road races using stock cars as racing platforms. NASCAR now sponsors over 1,700 races each year, offering almost \$17 million in prize money. With this kind of competition, the line between winning and losing has become very thin. This pitched cutting-edge activity, combining the best qualities of man and machines in the name of going faster, is a laudable activity in the eyes of many. Konami has joined with a legend of the track, Bill Elliott, to bring us some of the enjoyment of NASCAR racing.

**Documentation.** The manual provides interesting background on NASCAR's origins as well as specific technical information on the cars we're racing in this game. It provides an overview of the eight tracks on which you can race, ranging from the fast Talladega and the traditional Daytona to the curvy Watkins Glen and Sears Point. It also provides information on utilizing the other components of the game, such as altering your car's configuration, and other items. Unfortunately, the manual was written for the IBM, the first platform NASCAR was released on, and you'll often run into PC-specific information. Some dialog boxes differ from what's shown in the manual, but any self-respecting driver will still be able to navigate the options.

**Installation.** The game arrives in a well-designed box with color screen shots and a checkered flag cover carrying the documentation, a quick-start instruction card, warranty card. Two high density disks are included, one for color and the other for B/W installations. The game is delivered from a compressed, self-extracting archive.

**Checking it out.** When you run the game, the first moment may give you a shock: if your monitor is larger than nine inches, you'll feel like you're wasting real estate. Konami has elected to limit the game to nine inches, which is an unabashed shame. Since most Color QuickDraw-capable systems display at a minimum of 640 x 400 pixels, it would appear



reasonable to limit the 1-bit version to nine inches, but run 4- and 8-bit variants at the larger size. This is an unfortunate handicap, because in a simulation there is no substitute for screen space.

After progressing beyond the title screens, a dialog appears that gives you the option to check out the tracks available, view stats on available cars to race and choose one, set up racing details, and begin racing. Unfortunately, this screen was ported directly from the PC version and is a bit rough on the eyes. The still dialogs in the game appear to be a mix of PC and Mac artwork (heavier on the PC side), and one wonders how long it would have taken Konami to simply redo the art for a much more polished presentation. Also, the human interface is somewhat clumsy, involving a lot of audio “bonging” and color inversions when selections are made.

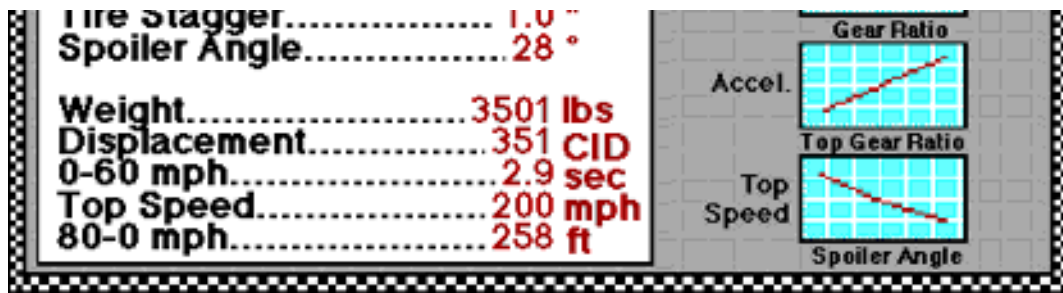
When checking automobiles, you can check statistics such as acceleration times, braking distances, top speeds, and weights on three different cars, then select one. Each is better suited for a different type of track, and each has a different feel, so you’ll need to practice with each before settling on various ones for different tracks. Here again, the graphics are of disappointing PC origin, but the necessary information is there.

Looking over the various tracks is a similar experience, with each overhead track view also equipped with statistics on it, such as maximum turn bank angle, highest qualifying speeds, and so on. Here also the graphics are of relatively poor quality, but again no information is staunch because of this.

Checking another option allows you to choose between an automatic and manual shifting arrangement, to allow damage to the car during racing or make the car invulnerable to all impact-related ills except a spin out, and to either automatically qualify for each race (starting you usually at the end of the line) or to do it manually and compete for position. You can also vary the simulation’s speed and display characteristics.

**Into the pits, then onto the track!** Clicking on the last option allows you to get ready to race! In the next screen (again of less-than-impressive PC birth), you’ll be able to set your car’s engine type, spoiler angle, tire size differential (referred to as tire stagger) and final gear ratio. Seemingly small changes in items such as spoiler angle or tire stagger can have a disproportionate impact on your racing, and these deserve careful consideration as you practice, working to squeeze the last bit of speed out of the car on each track. As you work with different tracks, you’d do well to write down your optimal car settings for each. Unfortunately, the game provides no way to call up a private library of settings for all tracks.



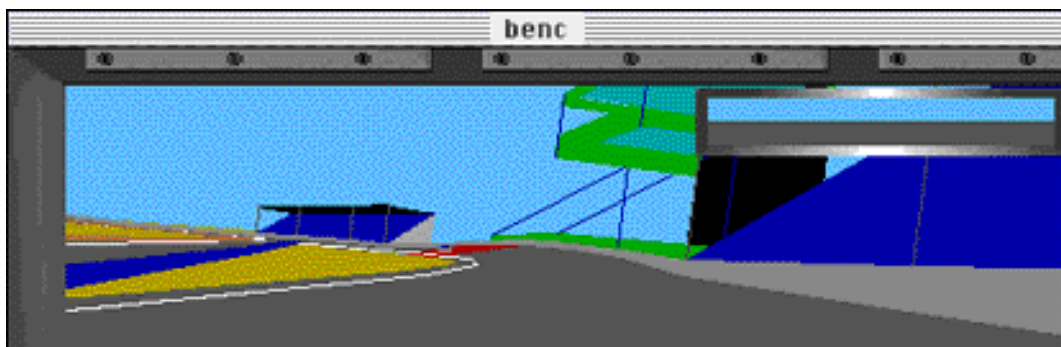


After setting up your car, you're off to race! You can practice, run a single race, or race a championship season, accumulating points in an effort to beat Bill Elliott, the fastest on the track. Bill accompanies you on most track runs, showing you just how slow you are. Watch him, though; he provides many valuable clues in how to properly run around the tracks. Unfortunately we're not told how Bill's car is set up, but I have a suspicion someone sneaked another hundred horsepower under his hood. Still, the action in this game appears to be slower than in real life, as the 0-60 mph times quoted in the vehicle information are much faster than the game simulates.

On the racetrack, most objects are geometrically rendered, providing an accurate view of the cars' attitudes and positions, although you can change this to a less accurate bit-mapped display if you want. The instrument panel is, unfortunately, a direct PC port, and a heavy let-down. The crowd stands are rather simply rendered, but the other cars on the track jockeying for position during a hard race will get your blood pumping. The engine screams as it tops out, and you can practically feel the void of air as you pull in close behind another car, using him to ease your way through the wind. It's fun! We regret we cannot include a racing screen shot; the game habitually crashes when screen shots are taken "on the road." Fortunately this is only a detriment to this magazine. :->

As you continue to play, it will become apparent to you how important all the little details are; a degree or two of spoiler adjustment, a precise entry into a turn with a narrow margin of error, the precious extra seconds traded for new tires, etc. Each track and car has its own personality with all the inherent quirks and idiosyncrasies. As you dedicate yourself to better lap times, your movements will become more precisely judged, anticipated, and executed.

There is an actual pit lane to use, with various spots in which different cars will stop. Be careful— it's easy to bash someone when you're that close, stopping and starting. You'll see a member of your pit crew holding up your number at your space, and then you'll begin a fevered race to "freshen up" the car for the next hundred miles. During the course of the race other cars will crash, yellow flags will come out, and drivers will take scheduled and calculated pit stops.





**Wide open** and yards away from a 1st place qualifying lap.

During the game you can use the benefit of an instant replay camera, the point-of-view movable from car to car, or to other points outside the automobiles. This provides a good “racing diagnostic” tool and will help improve your driving.

**And the winner is...** There is an intensely fun element to all of this that is difficult to sense without playing the game. When you’re in the leader pack, pulled in insanely close to the car in front of you to lessen your drag, just topping 200 mph, the danger and quickness of action becomes apparent. Your engine has responded quickly to your control, you can almost feel the deceleration when downshifting, your engine gulping air in an audible mechanical orchestra composed of valves and pistons moving in perfect synchronization. In a moment, one driver can slightly misjudge a turn, oversteer, spin, and reduce half a dozen cars to smoldering heaps. And as you pull in behind a leader car, your engine screaming to produce all the muscle it can, then pull out and slingshot around him, you’ll have a real sense of satisfaction; that doesn’t come easily. You’ll have practiced long and hard, working the last points of speed out of the car, picking your “line” around turns and making strategic decisions involving pitting and passing. And as often as not it seems, your race is made or broken by your pit stops.

Bill Elliot's NASCAR is a game that is fun to begin with and can become more rewarding as time goes on. The world is in dire need of games with that thoroughly engaging depth. The attention to detail one needs in order to truly master this simulation is what gives it much of its long-term allure. Its sound is excellent, and much of the “feel” of racing is preserved as your car darts in and out of turns and opponents. However, much of the art is of PC non-quality, and some elements of the simulation could be more elegantly implemented. Keyboard control is adequate, but mouse control lacks and no Gravis MouseStick Set file is included. And a nine-inch screen limitation is a significant handicap.

All in all, the game provides an excellent measure of fun, good depth, and room for player improvement. Other elements of simulation could be stronger, as could the still art. However, it is a strong simulation, one which has broad appeal yet still offers sufficient depth for the focused competitor. Is it worth it? This reviewer thinks so. :-|

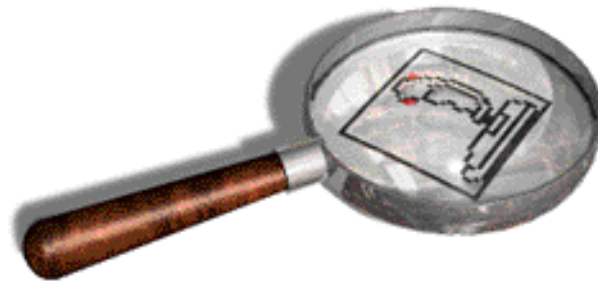
#### **Pros:**

- Good attention to technical detail
- Wide selection of tracks with many different racing challenges
- Championship Season option to foster player rivalry
- Good and useful graphic effects during racing

- Excellent sound, making headphones an attractive option
- Gratifying in well-played actions, and fun in casual play!
- Good implementation of playable 1- and 8-bit graphics
- Documentation provides good background and racing tips
- Instant replay is a good learning tool
- No copy protection

**Cons:**

- Ported graphics are substandard
- Controls are rough, keyboard tending to be smoothest
- Documentation intended for IBM
- No way to save car settings for various tracks
- Limited to nine-inch screen area



## Review: **MacFLY**

Reviewed by Brian J. Thomas

**Type:** Joystick

**Manufacturer:** IZU Products Co.

**Retail Price:** \$79.95

**Mail Order:** unable to find a distributor at press time

**Requires:** Macintosh with printer or modem port, System 6.x or 7.x

**IMG Rating:** [√√](#) [1/2](#)

Ah, MacFLY! Sure, I remember—he was in “Back to the Future.” Marty MacFly, right? Or maybe I’m thinking of “SuperFly?” No, no, I think that was Richard Roundtree. Wait, no—he was *Shaft*. Oh I know—it was Jeff Goldblum as “The Fly!” Well, regardless—with a name like MacFLY, how could anyone resist the overwhelming temptation to plunk down their \$79.95 right there in the Egghead aisle? But wait, over there—in the PC section (you know, the part of the store that takes up 97% of the square-footage)—That looks like a MacFLY too! And what—\$20? Surely that’s a typo. Is a Macintosh joystick really worth that much more?





**Welcome to Marketing 101.** The MacFLY “professional gamestick for Macintosh” is a relative newcomer to the anemic Mac joystick market. From what the IMG staff and my own research could determine, it’s pretty clear that the MacFLY is a hardware port of the “Quick Shot” joystick for PC-compatibles and other non-Macs. And while this little “fact of origin” might be the source of ridicule and even boycotting from some Mac purists, there’s nothing inherently wrong with the concept of reworking hardware, and we will explore the pros and cons of this product in an orderly fashion with a blind eye to its genetic background. However, before we move on, I do want to get two peevish items off my plate. The first is the question that’s begged when I stood in the aisles of Software Etc. and compared the MacFLY and Quick Shot’s obviously related boxes and contents. Why is the MacFLY almost four times the price of the PC counterpart? For the consumer advocate in me, it’s the same question I had for a well-known mail order company that has both a PC and Mac side: why is overnight shipping for a Mac product \$3 and for a PC it’s \$7? The answer (when pressed) was, hey—marketing. Which brings me to my second burnt entree, that being the MacFLY’s packaging, which makes an overt attempt at Americanism in the worst way with the bold statement printed on the box, “Made in the U.S. by American Workers.” Statements like this always make me suspicious. Case closed; draw your own conclusions.

**Hardware.** As Jon Blum aptly stated in last month’s IMG in his Gravis MouseStick II review, the Macintosh mouse was never designed with game control in mind, and consequently the Mac’s ADB port is something to contend with when engineering a joystick for the Mac. That is, unless, you decide to design for the Mac’s printer or modem port, which is exactly what IZU has done. I must admit I somewhat liked this concept at first, since it meant my little PowerBook’s ADB port would not be subjected to any of the horrible voltages that Apple told me would be lurking out there waiting to jolt my chips to oblivion.

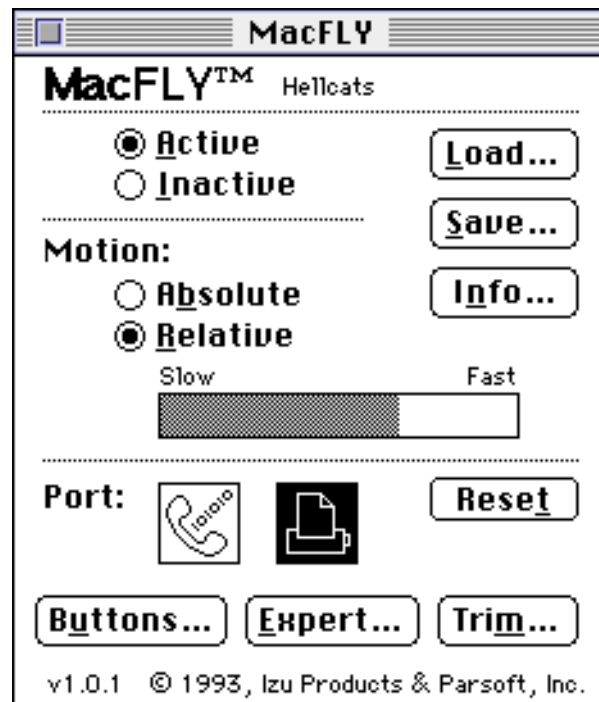
The first thing you may notice about the MacFLY when you pull it out of the box is how stealthy it looks. If you’ve seen one of those PC-compatible ThrustMasters at the store, this will remind you of one, albeit not nearly so gaudy. The black plastic, red buttons, and blue X- and Y-axis trim knobs are sleek, and the handle itself is perhaps the MacFLY’s greatest plus. It’s form-fitted perfectly for my medium-sized hand, and the trigger and thumb buttons are perfectly positioned. My only criticism on the handle design itself are that the top bulges out too far on either side of the stick, making the transition of one’s thumb from five-fingered grip to thumb-on-#2-button a bit awkward. But, a minor bone.

The MacFLY’s base doesn’t fare so well. The four suction cups at each corner are completely useless, even when moistened with water or (yes, I tried it) saliva. And who wants their desk all mucked up with spit anyway? So since the MacFLY doesn’t have much mass, I found I had to use my other hand to hold down the base whenever I was engaged in serious control movements, as when tangled up tight in a dogfight. And so now I know why my CH Flightstick (for PCs) has such a huge base: it needs one. The MacFLY also has two knurled trim knobs for both the X and Y axes that are reasonably effective but limited. They simply move the linear potentiometers (pots) inside the base to a different position in relation to different spot, thereby attempting to re-center the stick. The final hardware option is an additional two-position thumb-button called simply the “Auto” button. This button is used to toggle between two complete sets of configurations for the two red fire buttons.



**Software:** The MacFLY comes with a single double-density disk and you start by copying the contents to your Mac's hard drive. You'll be copying a control panel and a settings folder (mine came with only one settings file, that for Crystal Quest), plus a Serial Switch control panel for Quadra 900, 950, and Macintosh IIx users. The README document on the disk also provides instructions on how to set up for two joysticks with Microsoft Flight Simulator. Like I care. For PowerBook users, IZU also notes that "a low-power CMOS design is used so battery life shouldn't be affected by MacFLY." Right. PowerBook owners learn early on that *everything* affects battery life, including karma, sunspots, and that chili dog you ate for lunch.

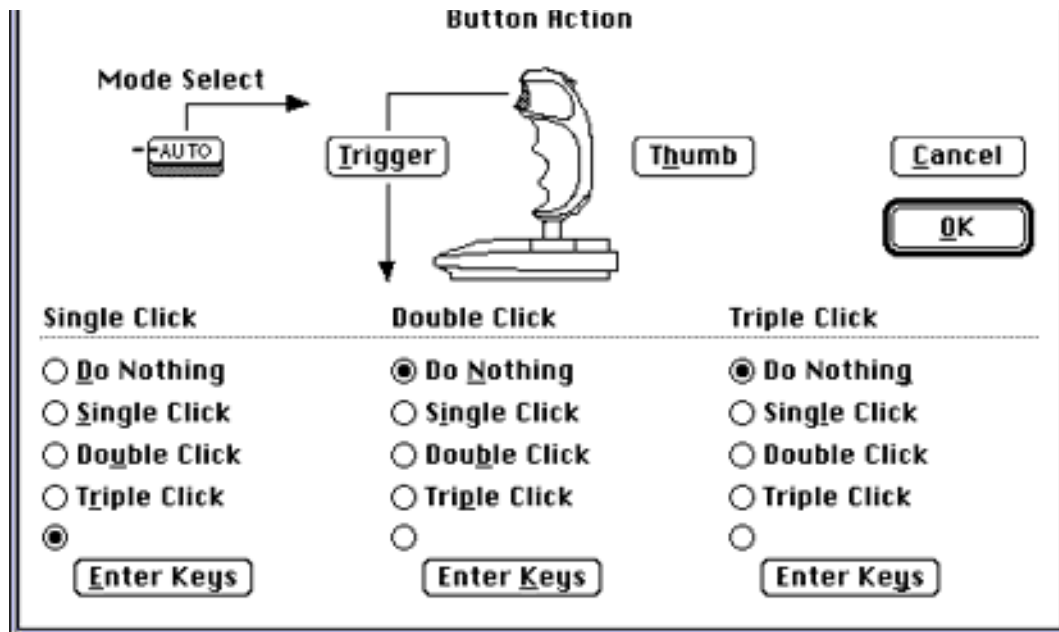
So once you've restarted your Mac, the next thing you'll do is open the MacFLY control panel. This is what you'll see (unless you're running System 6x, which looks a bit different):



The first thing you'll notice is the "Active/Inactive" radio buttons, which are necessary for freeing up the modem or printer port for doing what they were originally designed to do. The activate/deactivate modes do not require a restart to implement, which is nice. However this use of the modem or printer ports does bring its share of problems. IZU warns that you may experience "difficulties" during startup if you have "a different device plugged into the serial port and the MacFLY software is active." Okay, we've been warned.

As alluded to previously, the software allows for the creation of permanent "settings" files for your favorite games. Loading and unloading them is relatively easy, providing you remember that the Settings file is stored somewhere in your system folder. The MacFLY supports both relative and absolute stick modes. In absolute mode, the cursor on the screen is moved in proportion to the total deflection of the joystick handle away from the center. When you stop moving the handle, the cursor stops too. In relative mode, the cursor continues to travel in the direction of the handle's movement, and travels at a speed relative to the amount the stick is displaced. The "temperature bar" setting labeled "slow" and "fast" is for adjusting how fast the cursor moves.





**Button Action** dialog allows you to direct mouse or keystroke actions to the buttons.

The Buttons subpanel allows you to apply actions or keystrokes to the two red fire (trigger and thumb) buttons. The blue Auto thumb button lets you create two sets of settings for each settings file. At first glance, the option of assigning double- and triple-click commands looks great, but the downside is, if you program anything in these modes, there will be a delay in the single (and double) click functions. This could mean the difference between life and toast in a fast tango with a MiG or Zero.

Under the Expert subpanel are further options to control variables such as Null Zone (the relative distance your resting MacFLY handle has to be moved before it starts sending signals), the default centering mechanism, and how much screen the cursor recognizes in Absolute Mode. Finally, a Trim subpanel is provided to synchronize the software to the hardware trim buttons.

All of these variables are covered in the pint-sized 16-page manual for the MacFLY. The manual does offer a few examples of how to set for games such as Hellcats and MS Flight Simulator, but other than that, there's not much left to documentation. No technical specifications are provided.

**Impressions:** To be honest, I didn't want to like the MacFLY, probably because I want to group myself with the aforementioned Mac purists who see the word "PC" and start lifting their chins and looking down the ridge of their noses. And I have a *big* nose. But I have to be honest: the danged thing worked, right out of the box, and despite its obviously low-grade hardware, it functions correctly and I was up and flying without much ado. The software in general is—while not greatly customizable when compared to Gravis' MouseStick—adequate and easy to deal with. The whole printer/modem port thing is eventually limiting when you start thinking about network or modem play, and this appears to be the direct result of adapting PC hardware to a Macintosh.

My specific complaints about the hardware are the Weebles base and the indeterminate Auto mode button. Not only is this button difficult to toggle, but it's often difficult to tell what position it's currently in. The switch used does not have definitive detents and its travel length is short and mushy. Finally, the stick has an overall "loose" feel to it in its cradle, which adds



to the feeling of bargain hardware.

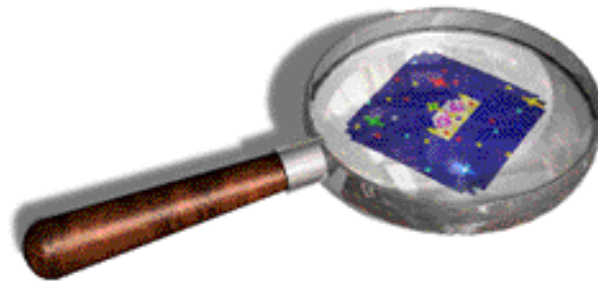
In short, all of this can be overlooked to some degree. That is, all except the price. In this reviewer's eyes and hands the MacFLY is not worth its \$80 retail price by any stretch of the imagination, especially when it's clear that its PC brethren are leaving the store for a fraction of that amount. I knocked off a whole rating check for the price alone, plus another check for flimsy hardware, and finally an eighth of a check for each of those little suction cups that were proven completely useless back in the Sixties. :-(

### Pros

- Good handle-grip ergonomics
- Single Control Panel software control (except for Quadra/Ilfx owners)
- Easy set up and play
- It works

### Cons

- Questionable hardware
- Unstable base
- Printer/modem port tied up during use
- Minimal manual with no tech specs
- Boeing Military Contract retail price



## Review: Pax Imperia

Reviewed by Bart G. Farkas

**Type:** Space Conquest

**Publisher:** Changeling Software

**Retail Price:** \$59.95

**Mail Order:** \$34

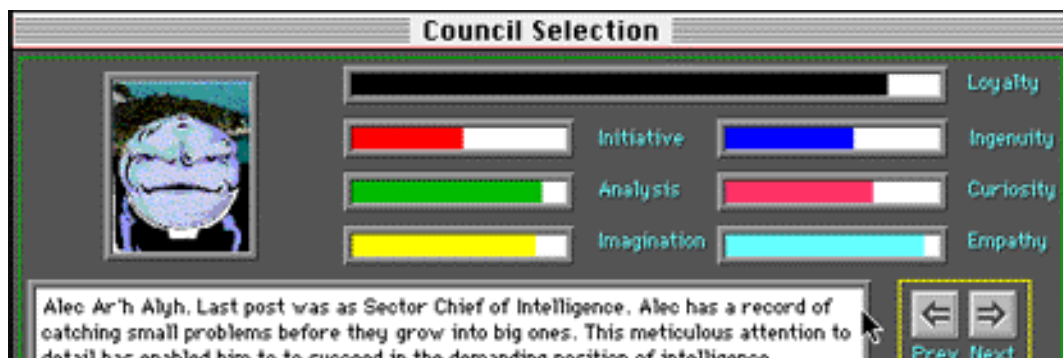
**Requires:** Mac Plus or better, 1MB RAM, hard drive, System 6.0.7 or higher

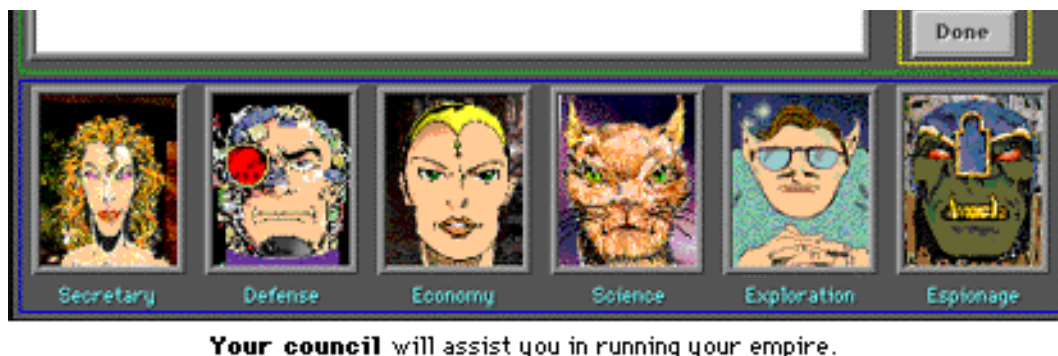
**Protection:** None

**IMG Rating:** √√√ 1/2

**Overview.** Pax Imperia (Pax) is a conquest game in the vein of such games as Spaceward Ho!, Galactic Frontiers, and even Strategic Conquest and Civilization. Pax however, is distinctly different from other games in this genre. Pax has a level of depth and functionality not seen before in this type of entertainment software. The object of Pax is to nourish an intergalactic empire and help it grow bigger and stronger than your opponent's. This will mean battle, espionage, assassinations, mining, raids, ship building and design, assaults, migration wars—well, I think you're starting to get the picture.

**Installation and Instructions.** Pax comes packaged in a colorful box complete with manual and the usual registration fare. A note in the box informs you that if you mail in your registration card you will get the next version of Pax free (when it ships). This new version is said to include smarter computer opponents and network play. The game itself comes compacted on three disks, and installation is a breeze. The manual is complete in explaining the basic game information, but I recommend that the supplementary documentation be printed as it contains an invaluable "question and answer" section.





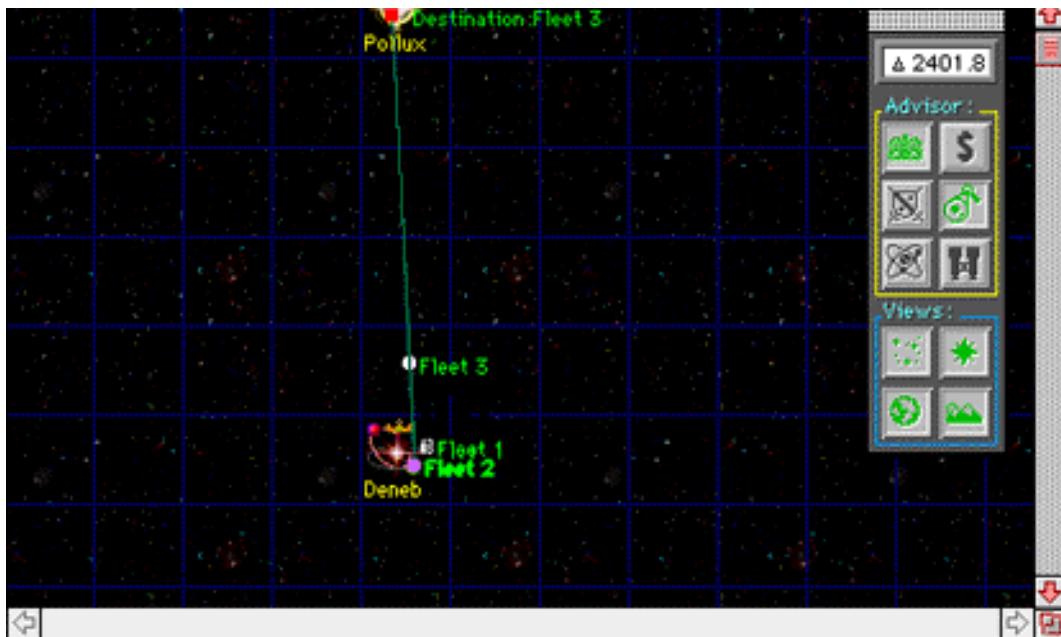
**Start Your Empire Building.** To start the game you must decide how many opponents (up to 16 human or computer) you will compete with. You also have total control over the number of solar systems that are to make up your universe. As far as I can tell, the size of the game is limited only by the amount of available memory your computer has. After deciding which level to begin on (beginner, intermediate, or advanced) you can set the parameters that decide whether you design your own ships, control your technological advancements, or make your game run in real-time or take turns.

You begin with a planet suitable for your species, in a star system with any number of planets orbiting your star. Some of these planets in your solar system will be suitable for your species; others won't. The more suitable the planet, the less expensive it is to maintain, and ultimately, the more profitable it will be. An interesting feature in this game (and there are many) is that most of the planets have moons, some of which are rich in resources or are quite habitable for colonists. The addition of moons to the equation provides a level of depth not previously seen in space conquest games. After you've got your bearings, take your mass-transit ships (packed full of juicy colonists) and set out to colonize planets in other solar systems, or, stay right there in your own system and search for suitable planets and moons. You are also able to build scout ships to map out stars and battle cruisers to blast your enemies into oblivion.

But building ships to explore and conquer the universe is only a fraction of your responsibilities as Emperor. You must assign a cabinet of advisors to oversee such areas as defense, exploration, science, and espionage. You are given a wide variety of advisors to choose from, so keep some backups in mind because you never know when an evil empire will conspire to assassinate a member of your cabinet. Keeping track of your tax base and mining the various resources necessary to keep your empire running are also of paramount importance. Each planet has 'regions' upon which you can be built military bases, shipyards, ports, factories, and cities.

As you amass an empire and explore new systems, invariably you will run into another race. When contact is made you can call up your protocol minister to try to make a Peace Pact, or declare war. You may also ask your espionage minister to bribe an opponent's defense minister (so you can see his fleets of ships) or indeed, fork over the cash to have the minister assassinated in cold blood! As you can see, this is a complex and intriguing piece of entertainment software.





**The Universe view** shows nearby star systems and fleets of ships.

**The Universe Through Windows.** It is clear that Pax was designed on a Mac right from the start. The game is seen through a multitude of windows that can be brought up with a keystroke or a mouse click. The interface itself has some cool twists. For example, when you are to conduct a mission on a planet with a spaceship, the mouse arrow turns into the word "land," but when you click on the region to land on, a pull-down menu pops up right there on that spot giving you the choices to assault, raid, or land. Graphics are clear and crisp and for the most part superb, although when many different fleets are moving in a small area on the screen it can sometimes be difficult to read their labels. Navigating through the universe is a breeze with a unique pull-down map menu that enables you to jump to any part of the universe in a flash.

The animated sequences for raids and attacks are cool and add to the overall atmosphere of the game. Graphically the only soft spot is the tactical combat between ships. It's a tad sluggish and is in an overhead type view with average graphics. Although, this is not a drawback, these graphics are not as good as those in the rest of the game. I found the screen and window refresh a little slow in 256 colors on my LC II, but it was not so slow that the game play was compromised. Maybe I just need an accelerator.

Sound is first class with very pleasing musical interludes when new windows arise, and superbly digitized voices to inform you of such things as your Protocol minister being killed off.

**The Good.** This game is the most versatile game of its kind that I've ever seen. You can control every aspect of the game or be hands off and let your cabinet handle the decisions. Also, the game can be tailored in terms of its size and difficulty in a multitude of ways. The best part is that even though the game allows an unprecedented amount of control, it does not become too complicated. These features are refreshing to see, you can never feel cramped or stifled by this game! An incredible amount of thought went into it. For example, in any given solar system you can view all the orbits of the planets and their moons at the click of a mouse. This is just one small example of an impressive feature list that contributes to the fun in this game. There are far too many quirks and features to list here. The game ran bug free for me and not a crash or

bomb was to be found. The folks at Changeling say that in the not too distant future, newer versions of Pax will include stronger computer opponents (Aaahhh!) and Network play! Best of all, the game will run faster, have more cool upgrades, and it's FREE to anyone owning a registered Pax game. The game involves strategy, courage, tactics, politics, decision-making, luck, espionage, and much more!

**The Not So Good.** The biggest thing that I have to mention is that this game cannot (in my opinion) just be picked up and played. You MUST read the manual and the supplementary manual cover to cover while playing the game (this can take a couple hours). This will be a major drawback to those who don't like reading manuals. Also, the interface is different (albeit in subtle ways) than most games out there. This alone takes some time to adapt to. While this will be a drawback to some, others will LOVE the complexity and depth this game can offer. This complaint is more a matter of taste than a negative feature. I for one enjoyed the depth in the game.

I guess I can't get away without the complaint of the sometimes-sluggish game speed coming back. Perhaps it's just a pet peeve of mine, but I did find Pax a tad slow. However, since this has been promised to be improved in a future upgrade, I won't hold it against Pax too much. And again, the fleet names and destination markers can sometimes be difficult to read when there is congestion with ships from different empires.

**The Last Word.** This is a ground-breaking game in terms of its complexity and versatility. I had a hard time deciding what rating to give this game. The 3-1/2 check rating automatically goes up to a four or "Excellent" rating as soon as the promised features of networking and speed improvement are provided. If this is any indication of things to come from the folks at Changeling software, we are in for some great games in the future, and for now, Pax is more than good enough to whet our appetites. I look forward to the Pax upgrades and future games from this pioneering company.

If you like Spaceward Ho! or Galactic Frontiers but crave to have more control in EVERY aspect of the game without getting too cluttered, this game is for you. :-)

#### **Pros.**

- Complex
- Great graphics and sound
- Good manual
- Control over every aspect of the game
- Good price
- Support from Changeling impressive
- Compelling to play

#### **Cons.**

- Sluggish in color on slower machines
- Complex
- The manual must be read to understand the game and interface (this could be a feature)
- Screen can become cluttered and confusing with fleet names



## Review: **V for Victory—Velikiye Luki 1942**

Reviewed by: Karen Kaye

**Type:** Strategy (Grand Tactical) Wargame

**Publisher:** Three-Sixty Pacific, Inc.

**Retail Price:** \$69.95

**Mail Order:** \$43.00 (\$39.95 and a \$5.00 coupon toward future purchases from Three-Sixty for all registered users of of another V for Victory product)

**Requires:** Mac Plus or newer, System 6.0.5 or better, hard drive, 2 MB for B&W, 2 MB for 256-color (3 MB for System 7)

**Protection:** None

**IMG Rating:** ✓✓✓✓

Historians have long argued as to which theater of operations was the decisive one during World War II. In terms of the number of combatants involved, the direct impact on post-war politics and sheer ferocity of the fighting, the Eastern Front was almost beyond compare. Perhaps it was inevitable that the V for Victory (V4V) series would eventually visit the steppes of Russia. The second chapter in the V4V saga takes place in the vicinity of the medieval fortress town of Velikiye Luki during the winter of 1942-43. The target of the Soviet offensive was the cutting of the Vitebsk-Leningrad rail line that was vital to the supply of the Axis forces. In the process of the offensive, the Soviet forces surrounded the heavily fortified town of Velikiye Luki (VL), which the Axis forces subsequently attempted to rescue. It is into this maelstrom of attack and counter-attack that players plunge when they begin to command elements of two great armies on the Eastern Front.

**The Clash of Titans.** For those not familiar with V4V, each element of the series is a standalone game covering a major land battle of WW II. The first installment covered the American landings on Utah Beach (UB) from D-Day to the fall of Cherbourg. The scope of command is grand-tactical, with units broken down into battalions and companies. Air operations make an impact on the game, but their importance is secondary.







**Soviet 3rd Shock Army** come under air attack as they begin their drive west.

One begins to form impressions of this game as soon as the shrink-wrap is off the box. A 32-page Operations Manual is designed to familiarize players with the computer interface. The logically organized 145-page Reference Manual provides a wealth of information about the unit types and their historic performance. In addition, it includes thorough discussions on such topics as movement, zones of control, air interdiction and ground support, historical options and variants, and other aspects. Regardless of wargaming experience, reading the Reference Manual is an essential first step. The area covered by the game is large, and a map would have been most helpful to orient the player. It is strangely absent. Those already familiar with V4V may also be disappointed with the lack of a separate summary of the new or improved features of the game, which necessitates a re-reading of the of the entire Reference Manual.

Once expanded on the hard drive, the game consumes approximately 3 MB. It contains six scenarios and a campaign game lasting from November 15, 1942 to January 19, 1943. The computer Artificial Intelligence (AI) is able to play either the Axis or Soviet side, or both, in any engagement. During initial scenario selection, the player is allowed to specify such variables as weather conditions, accuracy of intelligence on enemy forces, level of air support, etc. The more options, and hence uncertainty, that a player introduces into the game through these decisions, the greater the challenge. Aside from the introductory battle, all other scenarios are large and will probably take several sittings to complete (or an all-nighter). Scenario briefings include an approximate playing time and a complexity rating, but the figures on scenario duration are very conservative. Three-Sixty claims that the tutorial scenario should last approximately one hour. HA! Players should multiply all recommended times by at least two, especially when first starting out.

This is all very nice, you say, but what is it like to play the game? In fact, the interface is totally Mac (this game is not a DOS port!). Many functions within the game can be handed over to the "Staff Assistant (SA)," an element of the AI. The players can be free of such drudgery as administering the troops during night turns and the coordination of artillery support. The SA is an excellent idea to reduce gamer workload, but most players will not be happy with its performance. The use of the SA is an all or none affair. There is no option to allow it to handle just one or two relatively unimportant divisions or brigades. Players must allow it to take charge of all units of a certain type. The only possible work-around is to first select the "Plan Ground Units Now" option from the Staff Duties pull-down menu, and then override those units that the gamer wants to command personally. The process can be tedious and annoying,

especially when the SA moves a dug-in unit for no apparent reason, which promptly gets cut apart in the open.

The scale is four hours per turn and one kilometer per hex (based on Axis and Soviet maps captured by the U.S. Army at the end of WW II). Each turn consists of three phases: Planning, Execution, and After Action. The 8:00 A.M. Planning Phase is unique, and allows for such administrative functions as supply allocation, air power requests, and changes in the attachment of combat units to various headquarters. At this level, the game simulates well the difficult decisions that commanders must make: how to distribute limited supplies, whether to request interdiction or direct support missions from the Air Force, which units to reinforce, etc. The giving of orders is simple and quick. The majority of players' time will be spent making combat-related decisions.

The quality of the graphics makes it pleasing to scroll around the map. Just as well, since the use of sound and animation is minimal. The game is easily playable as B/W only. Three-Sixty has gone to good lengths to ensure that both terrain and the different unit types are readily discernible on monochrome screens. There are seven terrain types, and the game engine accounts for hillsides as well. The units are represented by beautifully drawn wargaming counters, and types can be displayed either in standard military symbols or with pictorial icons. The variety of units engaged in this battle is an item of interest in itself. There are no less than 33 different types of battalions: Brandenburger commando, Soviet cavalry, Axis airborne infantry, SS Police, Katyusha rocket, etc. It is an avid wargamer's dream come true! The movement options include some standard choices, such as tactical and strategic. In addition, the game allows for the recreation of the Soviet originated tactic of infantry riding into battle atop tanks.

After contact with the enemy is made, players have a choice of four attack options (probe, assault with no advance, assault, all-out assault) and three defensive postures (retreat if attacked, defend if attacked, and hold at all costs). The employment of artillery is equally sophisticated in VL: there are four offensive and two defensive missions available. Players can also designate targets for air support, but often this is just a childish wish list for Santa. True to history, Air Support is often at the mercy of the miserable Soviet winter, cannot be guaranteed to fight its way through enemy air defenses, and when it does arrive, carries the risk of a mistaken attack on one's own troops. Obviously each of the above options has its own merits and debits, and the proper combination of tactics will have a direct impact on the players' success.

Once players are satisfied with the orders they have given their units, the turn is played out simultaneously during the Execution Phase. Movement and combat are executed, retreats and post-attack advances are resolved, supply is checked, units surrender, and victory points are awarded. During the After Action phase players can examine battle and interdiction reports, which include the level of performance by both combatants, as well as losses of one's own troops and suspected enemy casualties. The winner is determined based on the accumulation of victory points. These are given for the possession of certain objectives and the casualties caused to the enemy. At the end of the scenario/campaign the flag of the winning side is displayed while an appropriate tune is played.







**Air interdiction** window has an easter egg: Click on the female figure.

**The Debriefing.** This is a fantastic two-player game, but will only provide an average to above-average challenge in single-player mode. The AI does not employ many of the advanced features available. The computer opponent does not dig in or fortify its troops regardless of the gravity of the situation. It also does not embark infantry on tanks. Often it wastes special units like engineers and commandos by placing them in the line of battle as regular infantry. The AI can also be somewhat timid and linear on the offense, and suicidally rigid when defending. However, in final analysis, it should be stated that despite these shortcomings the AI is probably the most versatile in any current wargame. It would not be fair to expect it to be as wily as a live player with 15 years of gaming experience and a strong military background (my human opponent). It is modem and network play that will make V4V really come alive. A Communication Disk, which will facilitate both of the above, will be available free from the company in the middle of April for all registered users.

The battle depicted by VL is more challenging for both sides than UB, at least for one fundamental reason: the outcome is not a foregone conclusion. The Soviet player starts with an enormous numerical superiority in terms of both manpower and supply, and must exploit these advantages immediately while the enemy is weak. The Axis player must initially fortify and wisely trade space for time. The best Axis units will soon pour onto the board and try to stem the tide. Once the front has stabilized it is time for a counterattack, but be warned: your supply situation will remain poor and the Soviets are still on the offensive!

One feature of the game merits some discussion. The use of Limited Intelligence (an option selectable at the beginning of a scenario) has the potential of greatly increasing the enjoyment of the game. Information about adversary units is revealed only gradually, so that the player will not immediately know the type of battalion/company encountered or what headquarters it is attached to. The passage of time, the proximity of contact with the enemy and the presence of reconnaissance units all impact on how quickly information will be gathered. However, expert wargamers will be surprised how easily they will be able to gain information about the precise location and type of an enemy support unit located 15 kilometers behind the front lines. This is even true for the Soviets, who historically had a very poor tactical intelligence network. This feature has great potential to be fully implemented in future games, but in its current form it is merely a nicety.

The consumption of supply is another idiosyncrasy of the game. A division or brigade provided sufficient supplies in the morning to sustain it on the attack, will consume these supplies even if the subordinate battalions were idle during the whole day. I suppose this makes record

keeping simple, but it loses significant points for lack of realism. In a similar fashion, a unit that becomes surrounded behind enemy lines immediately goes into a state of no supply. This is quite contrary to the historical conditions, and prevents any break-out attempt by those in the pocket. Three-Sixty has promised to address the supply consumption issue in the next game.

**The Footlocker.** After several months of play, and discussion with other players on AOL and CIS, it appears that the VL is essentially bug free, which could not have been said about its precursor, Utah Beach (UB). Version 2.0 of the game engine included in VL is unable to read Utah Beach scenarios. This is not a bug, but is due to significant changes to the scenario databases. You can contact Three-Sixty for a free (\$5.00 shipping and handling) updated database of UB.

A final disclaimer: this game, like the other two in the series, carries a dedication that appears every time one quits the game. VL is dedicated to Hans Joachim Peter, a Wehrmacht soldier. The issue of honoring a Nazi has led to some heated debate on the bulletin boards, as well as an apology from Three-Sixty. This reviewer has no intention of influencing public opinion, but feels responsible to advise potential buyers.

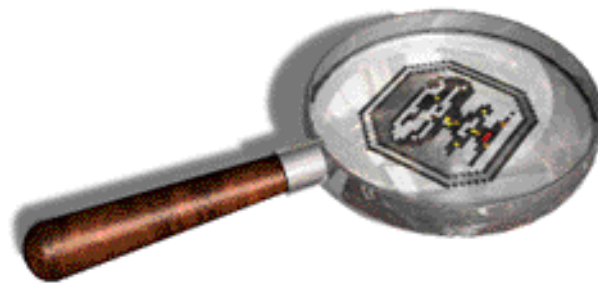
**The Verdict.** Overall, this is a very polished product. It is able to successfully walk the tightrope between a game being comprehensive and being weighed down by minutiae. Despite months of play, VL continues to remain interesting and challenging. The game will allow modification through 11 Historical Options (generally involving additional units close to the battle area who did not actually participate, but could have), which can be invoked in any variety of combinations during the scenarios/campaign briefing. VL is painstakingly researched, well-designed, properly documented, and thoroughly enjoyable. It is a sophisticated game for novice and expert alike, and probably represents the best wargame value on the Macintosh market today. Enjoy. :-)

#### **Pros:**

- Splendid 256-color graphics
- Highly playable in B/W
- Excellent Mac interface
- Extensive documentation
- Sufficient variants to ensure continued playability
- A truly sophisticated wargame

#### **Cons:**

- Limited use of sound and animation
- Due to an average AI, more suited as a two-player game
- Modem and network support not yet available
- Each game in the series must be purchased individually



## Review: **Mission Thunderbolt**

Reviewed by Christopher A. Myrick

**Type:** Adventure/RPG

**Publisher:** Casady & Greene, Inc.

**Retail Price:** \$59.95

**Mail Order:** \$44.00

**Requires:** Mac Plus or later, hard drive and System 6.0.3 or later. 16 or 256 colors.

**Protection:** Password (appears to be one-time-only)

**IMG Rating:** ✓✓✓✓

**Introduction.** You drop nimbly through a hole in the floor onto the next level of the Research and Development complex and quickly activate a light bulb. You wished you hadn't. Out of the gloom come a series of creatures intent on tearing you limb from limb. About now you wish you'd brought your step-ladder. You have no time to reminisce, though, because a Zytt is closing fast. You bring your gyrojet shotgun into play and let him have a five-gyrojet blast in the face. He keeps coming, followed by a Snagglepuss and two Scaly Things. Not having time to reload, you switch to your trusty macro metal knife and start slicing away. The Zytt dies, but not before nailing a couple of times with his blaster. You need help. You exchange your knife for a stimmer and nail the Snagglepuss with it, just after he rips a crowbar off your body and gives you a couple of solid whacks! The stimmer works, and the Snagglepuss is now your friend. You kick back and watch as he dispatches the two Scaly Things in short order. All is well, at least until you take two steps back—right onto a gravity well. Now what?

Before describing how LRRP managed to not extricate himself from this sticky situation, let us see just how to get into the situation in the first place.





**Windows** abound with a volume of information and commands available at a mouseclick.

**Documentation.** Not being an adventure game player, I decided that the first thing to do, even before installing the game, was read the manual. Although it doesn't have color pictures, the manual is a gold-mine of information and will make the game more understandable to first-time adventure game players. More experienced players may want to glance at the manual as well in order to learn some of the variations on commands that can come in handy, like tossing a grenade three squares away instead of heaving it as far as you can. The one drawback with the manual is that it did not come with a quick reference card for the various keyboard commands. You eventually memorize most of the commands, but flipping through the manual while a flock of Flutterbangs are happily exploding around you can get a little hectic.

**Installation.** When you read the manual before installing the game you learn very quickly that this is not your average game. The basic game files take up five megabytes of disk space, adding all the sound files (which you definitely must add) eats another two. Each saved game can then munch another 1.5 megabytes of hard drive space. So make sure that you have the free disk space before you buy the game. Or you could justify the purchase of a bigger hard drive because you want to buy the game (grin)! Installation is a snap. Like most wise companies, Casady & Greene include an installer that does all the work. All you have to do is insert and remove disks when told to do so. One thing you should do as well with this and all other games is make a backup copy of your master disks. Now you are ready to play.

**Game Play.** At the start of a new game, you can chose your characters sex, attributes (strength, dexterity, speed, constitution, intelligence, wisdom and charisma) and name. After that you are whisked away to the first level of the underground Research and Development complex, a wonderful place with at least 16 main floors and a host of Warrens and detention centers. You start out with a few basic weapons and immediately have to put them to use. Assorted beasties will try to do you in from the word go. As you explore the floors, you encounter a variety of weapons, pills, devices (like gravity belts) and assorted automated booths (banks, AutoDocs, vending machines, etc.). Everything down there is manufactured by MegaCorp. Be prepared to lose characters in you early forays (if you are as bad as I was, be prepared to always lose characters) because the only way to learn is by trial and error. For example, you find a strange device that can be activated. Not knowing what it is, you activate it and place it on the floor next to you. Boom! So it was a grenade, and if you have enough hit points left, you can now collect more of them. There are less risky methods of identifying stuff, but I wouldn't want to spoil your fun and/or anguish.

In some adventure games the terrain was always the same and you could always find the same stuff in the same place. Not so in MT. Each time a new game is started, everything is distributed anew and things that may have worked one way won't do the same thing. Thus the

game always remains challenging as you have to re-learn stuff you once knew.



**Map display** showing strategic and tactical views.

**What's Good.** In addition to the ever changing landscape, MT has a few other features that make it very addictive. Casady & Greene are famous for the sounds in Crystal Quest. Mission: Thunderbolt follows this tradition with an unbelievable array of digitized sounds. Screams, thuds, explosions, and dozens more all add to the game. By listening carefully and playing the sounds at full volume, you can not only drive family, coworkers and neighbors away, you can also tell what sort of trouble might lie ahead and plan your strategy accordingly.

Even though Apple is releasing new Macs at an alarming rate, Mission: Thunderbolt is compatible with any Mac greater or equal to a Mac Plus. It runs at resolutions of 1 bit (black and white), 4 bit (16 colors) and 8 bit (256 colors). I highly recommend using the game on color Macs because the graphics are more spectacular and the piles of entrails more satisfying. But since it runs in black and white, I was able to waste hours during a conference playing Mission: Thunderbolt on a Powerbook with the sound turned off.

The last adventure game I played was Ultima IV, way back in the days of the Apple IIc. Back then the keyboard was the manner of control and many people still prefer using the keyboard to control the game. Others prefer using the mouse while others, possessing uncanny coordination, use both simultaneously. Mission: Thunderbolt caters to all three styles, but most players will probably find that a combination of keyboard and mouse works best.

**What's Bad.** Mission: Thunderbolt could be considered an adventure game with a complex sound and graphics interface dropped on top of it. While offering a variety of display options (close-up, not so close, and downright far away), the animation is not sophisticated. But then this is not an arcade game, although the combat scenes are very arcade like as you and your assailants trade gunfire, blows, and other evils.

You can be heartbroken when you are blown away by an Enforcer and realize too late that the last time you saved was two hours and four levels ago. It would be nice if a future release

included some sort of auto-save function, or at least a warning bell that could go off at a user-selected interval to prevent such catastrophes.

**What's Ugly.** Don't buy Mission: Thunderbolt if you have a social life you want to maintain. Don't buy Mission: Thunderbolt if you don't like combining action with strategy. Unlike some adventure games where the main tactic is to kill everything in sight, MT requires some advanced planning and tactical shrewdness. Wading into a cluster of Bug-eyed monsters is fun but you'll probably get shredded. On the other hand, if you locate the bug-eyed monsters, climb up a level and stand directly above them, you can then pound a hole in the floor and drop a series of grenades or poison gas canisters to soften them up. Or you could send a friendly Tentacled Horror down there and let them duke it out. This aspect of the game may make it a little too complex for younger children, but they will enjoy the sounds. Of course, they may have trouble getting to the keyboard when their parents are hunched over the computer, frantically trying to find a way out of the detention blocks! :-)

#### Pros:

- Great sounds, color, and variety
- Combines arcade style action with classic adventure game play and more than a little strategy
- No two games are the same
- Teaches you that violence is not always the best solution (but sometimes it is)
- Good technical support from MegaCorp and Casady & Greene

#### Cons:

- May be too complex for younger players
- Memory hog
- Animation could be better
- Will cut office productivity and reduce the amount of time you spend with real human beings

By the way, if any readers of Inside Mac Games are already playing Mission: Thunderbolt, how about sending in your tips and suggestions. If we get enough we'll publish a list of tips and suggestions, giving credit to the people who sent them in. For example, after LRRP got nailed by the gravity well, he dropped everything, including his Kevlar armor and towels and was able to get off it. Moral of the story. Always use the Auto-Search option when exploring new territory so that most traps can be located before you step on them.





## Review: Warlords 1.13

Reviewed by Jon A. Blum

**Type:** Strategic War Game

**Publisher:** Strategic Studies Group (SSG)

**Retail Price:** \$59.95

**Mail Order:** \$34.00

**Requires:** Plus or greater, System 6.0.2 or greater, B&W-1MB, 4 bit Color-2MB (2MB and 4MB respectively under System 7)

**Protection:** None

**IMG Rating:** ✓✓✓✓

**Overview.** Warlords is a strategic war game set in the middle ages. The game unfolds in the imaginary *Kingdom of Illuria*, which is divided into eight empires and 80 cities. As the story goes, Illuria was besieged by severe internal disorder that eventually resulted in an imposed truce by an arch-mage. The truce has since been dissolved, leaving each empire in an opportune position to dominate the entire Kingdom—through war!

The object of the game is to conquer every other empire in the Kingdom by eliminating all opposition. This is can only be done by controlling or destroying all 80 cities through the use of your empire's forces.

**Scrolls of Wisdom.** Warlords is well documented and the manual is written specifically for the Mac (a nice change from most cross-platform developers). A nice little color map is included which details all the cities, landmarks, and terrain features. Of particular importance are the appendix sections which list terrain modifiers, city and army details, movements costs, etc. By not paying attention to these modifiers, those of you who never read manuals will be missing out on a large portion of the game (you probably won't win very often either:).





**A Worthy Opponent.** On the opening screen, the player chooses one of eight empires (sides), and selects the control and skill levels of the other players. You can play against any mix of human and/or computer players, and can even have all sides be computer-controlled! There are four computer skill levels ranging from *Knight* to *Warlord*. At Warlord level, you better bring along Gen. Schwarzkopf to help you out! There is also an Enhanced option for each side which cuts in half the time it takes to produce new armies.

The computer-controlled players have a very realistically modeled form of artificial intelligence. SSG's AI provides a challenging opponent that doesn't "cheat" by adding special bonuses at higher levels. The computer opponents follow the same rules you do, and have a very Human (not random) play style. I found it very refreshing.

**Mounting Up.** After selecting your empire (and those of your opponents), the game map will be brought up on screen. Each player has a *Hero* automatically waiting in the capital city of his/her empire. The Hero can fight just like any other piece, but is also capable of searching for, and retrieving special items that enhance fighting and command capabilities. The Hero can also raise the combat potential of any armies that happen to occupy the same stack (a group of multiple armies).

Each city you own can train (produce) armies over a length of time. The length of training time depends on the type of army you choose to train. Each city will have a limited array of army types available for training. The available armies depend on the immediate terrain in the area surrounding the city. For example a city positioned near plains, will probably be able to produce horses, a city near water will be able to produce boats which can carry armies to other locations. Generally, each city can produce a number of different types of armies.

Since you start out with only one city and one army (your Hero), the first order of business is to capture more cities and start producing armies in them. In the beginning of the game, all cities except for the home cities owned by other empires, are neutral, meaning none of the empires own them yet. Neutral cities will usually defend themselves with a meager (but still potentially dangerous) garrison. Capturing them is generally no problem, and once captured they change to your empire's color and can begin training new armies.

**Ye Tax Collector.** In addition to training valiant warriors for your exploits, each city also



produces an income. The more cities you own, the more income you receive. So what do you need income for? Every army produced requires a certain number of Gold Pieces to maintain it. If you have a surplus income, the gold will accumulate in your empire's bank account. If you're not careful, and produce too many armies, you may have to deal with it by either disbanding armies, and/or stopping production in selected cities.

**All the Kings Men.** Each empire has a particular type of army that it can produce more economically, and in less time than it takes other empires. The best type of army to produce is dependent on the geographic location, or dominance of the surrounding terrain. For instance, cities near heavily wooded areas are most likely to produce *Elven Archers*, whereas cities located near plains are most likely to produce *Cavalry*.

**Heroes** are the most powerful units in the game. Simply by being in a stack, they exert control, thereby increasing the performance of the entire stack. Heroes can also search areas such as ruins to discover hidden artifacts which further enhance all who fight with them. Heroes cannot be produced by cities but may offer to join you—for a fee.

There are also special armies that may wish to join forces with you as part of your quest for glory. These include flying creatures which can traverse any terrain, undead, devils, demons, and wizards. Although there is no spell casting in Warlords, some of these creatures can be quite powerful and a great asset in terms of sheer strength or movement points.

Almost all cities can produce a generic type of army in the form of light or heavy infantry. These units generally fight with equal strength regardless of ownership.

Boats can be produced at coastal or riverside cities and can be loaded with up to seven armies. They take quite awhile to produce but can save a lot of time in the end.

**War!** As the time passes, it will eventually become necessary to start attacking the cities of other empires. Here's where the fun begins! Attacking a computer-army will no doubt upset it. The more your enemy hates you, the more you have to worry about it attacking you. Computer-players can also hate each other and go to war. The actual combat is a very simple process; you place the cursor over the other empire's stack (or single army) and click. The slicing and dicing is then conducted by the computer. It's fun to watch and the sound effects are hilarious! Keep in mind that Warlords concentrates mostly on the strategic aspect of war rather than the tactical.

The most obvious thing to do would be to attack a stack of armies that has fewer men in it—NOT. There is always a slight random element, but whether you win or lose a battle depends on a number of things. All armies are rated for individual strength from 1 to 9, the terrain they're fighting in, and any special armies or items that happen to be in the attacking or defending stack. It's common to see a full group of weenies get mauled by a lesser number of stronger attackers.

Warlords offers so many variations of play, it's difficult not to go into actual strategies and tactics. But in general, the object is quite simple—expand until you own it all! Of course there are liable to be a few obstacles :)

**Terrain.** Warlords makes use of ten different terrain types ranging from roads and bridges to mountains and water. Each type of terrain has advantages and disadvantages depending on the types of armies traversing them and who owns the armies. Warlords is unique in that it goes beyond standard terrain modifiers by taking into consideration the nationality(empire) of the attacker when calculating terrain modifiers. Each empire's armies have a particular type of

terrain they prefer to fight in—regardless of army type. In some cases armies actually dislike fighting in a given terrain. Let's say you're attacking in the woods with a single "Elvin Archer" army owned by "Elvallie." Since all Elvallie armies like fighting in woods you receive +1 as a modifier. In addition, the Archers themselves like to fight in woods, so the army receives another +1 for a total of +2 to its normal strength.

**Enchanted Items.** Along the paths of glorious conquest, Heroes may come upon a number of special areas such as Temples, Ruins, or Libraries that may hold tidbits of wisdom, gold, items that enhance performance, special army units, or pools of enhancing water. With certain exceptions, most of these areas can be searched only by Heroes or stacks containing Heroes. These places are an integral part of the game, and can easily be enough to swing the balance of power if they are ignored.

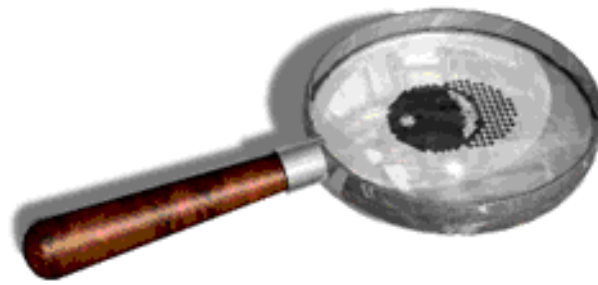
**The Verdict.** Warlords is very much like Civilization without the vast economic and technological aspects. Combat is handled basically the same way, but in Warlords stacks of armies are dealt with one army at a time until the last army in the stack is killed. Of course being set in a medieval fantasy world, Warlords doesn't have any nuclear weapons or stealth bombers, but it does have a respectable diversity of unit types. In terms of simplicity, I consider Warlords a beginner-level wargame. It's a perfect learning platform for first-time wargamers, and the exceptional computer AI can be a challenge even for the veteran player. :-)

**Pros:**

- Nicely done 16-color graphics
- Large screen support
- Challenging computer intelligence (AI)
- Holds interest
- No copy protection

**Cons:**

- Game freezes on rare occasions
- No modem or LAN support



## Review: Oxyd

Reviewed by Douglas Kiang

**Type:** Strategy-Arcade Game

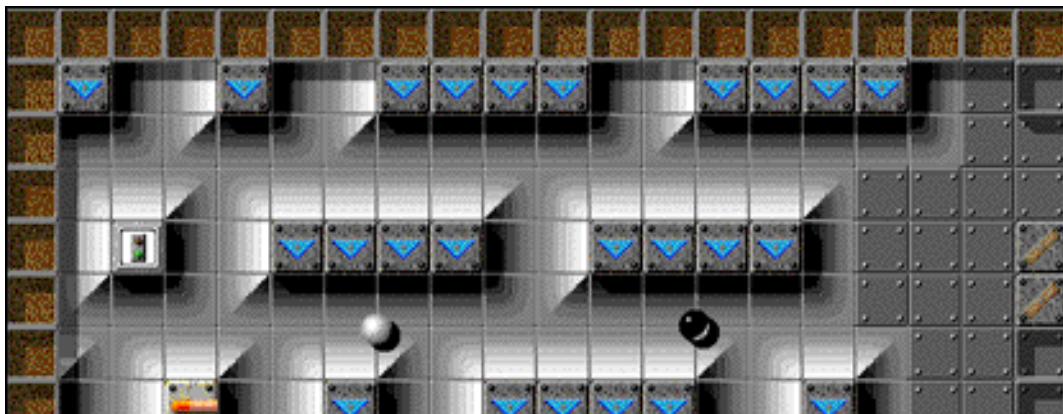
**Publisher:** Dongleware Verlags GmbH

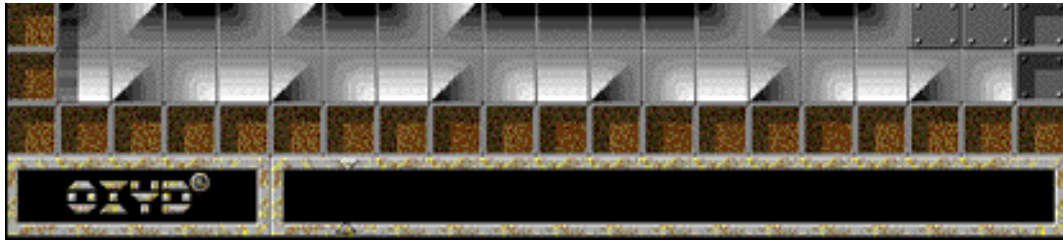
**Shareware Fee:** \$39.00 (The game itself is freely available on electronic bulletin boards, but you will need the code book to play beyond level ten.)

**Requires:** Mac Plus or better, 6.0.7 or better, color and B/W versions included.

**IMG Rating:** √√√ 1/2

**The Artist as a Young Marble.** In Oxyd, you are truly the architect of your own fate. As a small glass marble navigating through more than 100 tortuous levels, you will push blocks, lay bridges, blow up obstacles, jump chasms, and search out ingenious new solutions using the tools at hand to complete each of the increasingly difficult landscapes. After every ten landscapes is a "meditation landscape," whose Zen simplicity you may find anything but relaxing. Finally, after completing the first 100 levels solo, you can link up with another Mac user via Appletalk or a modem line and play another 100 landscapes that have been designed to require cooperation to solve. Some of the Oxyd landscapes can be extremely frustrating even for the veteran gamer; a combination of problem-solving skills as well as manual dexterity is required to solve most of the landscapes. This can be especially aggravating when you already know exactly how to solve a landscape but have not mastered the precise timing that will allow you to maneuver your marble through that last obstacle. Still, for those who relish a tough challenge that will keep your interest and require your most skillful precision, Oxyd is a perfect game.





**Lost your marbles?** The variety and originality of the landscapes in Oxyd is remarkable. In general, you must navigate through a series of obstacles in order to find the Oxyds, special stones that are paired off in different colors (or, in the monochrome version, different shapes and symbols.) You must touch both the colors of any given pair consecutively in order to complete that pair. The landscapes start out fairly simply but quickly become more complex, often requiring you to think several actions ahead as well as use a variety of items you find such as lasers, hammers, movable bricks, and giant springs. Occasionally you will find on-screen “notes” that may give you a hint about how to proceed. You often have to complete several tasks at the beginning of the landscape before you even get to the Oxyds. Many landscapes consist of several screens, with several Oxyds on each screen, so depending on what colors they turn out to be, you may have to do a fair amount of backtracking to complete the level. Oxyd is not a game one tires of quickly. In addition, the sounds are original, high quality, crisp sounds that fit in perfectly with the graphics. Oxyd is a very visually and audibly appealing game.

The game was clear and readable even on a Powerbook 100’s passive matrix screen. Although the monochrome version lacks the brilliant color of the 16-color version, it retains all of the crisp detail that makes this game a joy to watch. Many of the landscapes are abstractly beautiful, with a myriad of textures and surfaces creating a unique (and often deadly!) landscape over which your marble must navigate.

Your marble is controlled entirely by the mouse. I played Oxyd using both a full-size trackball and the Powerbook’s built-in trackball, and found it to be the perfect input device for this type of game. A trackball really conveys the “feel” of rolling a marble around a landscape. Adding to the effect are inclines, depressions, broken tiles, and other elements that you encounter in each landscape. Oxyd’s designers have done a remarkable job of simulating their effect on the marble; it speeds up, slows down, wobbles, and spins according to changes in its surroundings.

The only time you need to touch the keyboard is when entering special codes; however, this may force you to take your hand off the mouse, and if there happens to be an incline or a magnet nearby, well... The Oxyd configuration screen is functional enough, but it would have been nicer if the game designers had made the interface a bit more “Mac-like,” utilizing menus for network choices, sound options, and such.

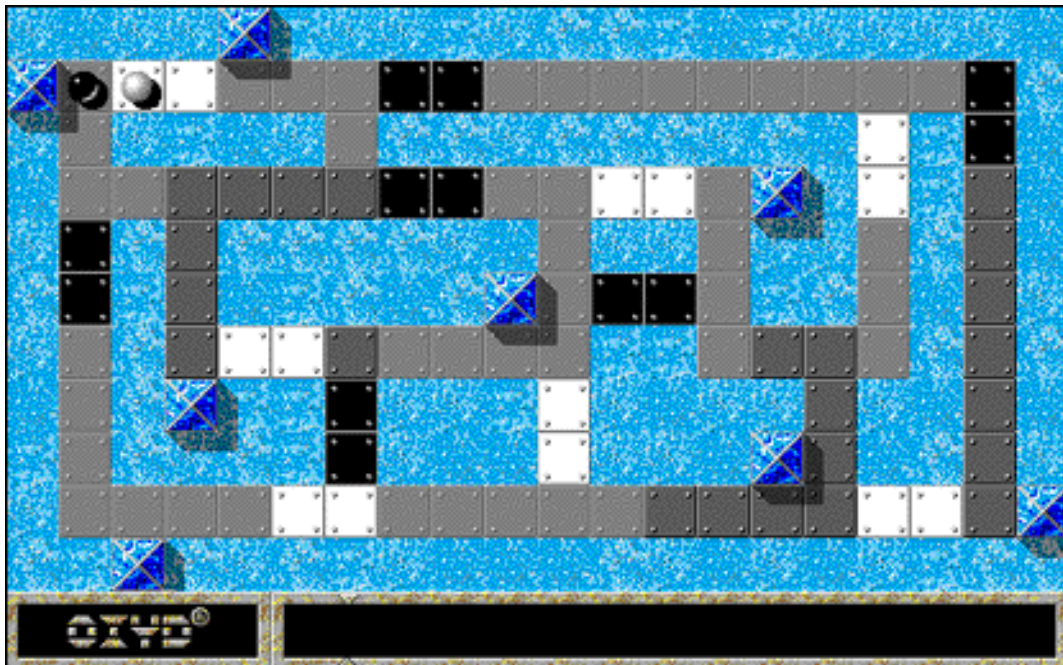
The Oxyd puzzles themselves vary from deceptively simple to downright formidable. Expect to spend as much time simply sitting still and thinking, as you do rolling your marble through various obstacles; this is a game in which leaping right into a situation can have dire consequences! Nearly every landscape will force you to master a different skill such as speeding up to jump over a chasm, then stopping immediately upon landing to avoid hurtling into the void; or perhaps threading your way between criss-crossing laser beams as you attempt to turn the right mirrors to deflect the beam. After every ten landscapes, you reach a “meditation landscape,” which is perhaps best described as a computer version of those brainteasers with the metal balls that you have to roll into a series of holes by tilting and

tipping the puzzle. Remember how you always wanted to pry the plastic cover off and shake all the balls into the right spots? Resist the temptation here.

While most of the Oxyd landscapes are creatively designed and superbly crafted, perhaps some of the landscapes could be criticized for being a bit too ornery. One example that springs to mind is the landscape that can only be solved between 8 am and 4 pm. That's right; unbeknownst to you, the system clock is actually consulted by the application, and if it isn't during business hours, that last door is closed. Art imitates life...

Luckily, there are a few hints in the Oxyd book for some of the more difficult levels, but considering there are 200 landscapes, this section seems a bit sparse. In addition, often these "tips" simply give away the secret of the landscape immediately, rather than provide subtle clues and hints as some of the on-screen notes do. Only 30 pages of the 175-page Oxyd book are devoted to the game itself; the other 150 pages consist of codes. More tips and hints in the documentation would be in order in future versions.

There is one landscape in the networked version that seems to be insolvable. After trying to solve it for three days, we called the Oxyd hint line for help. The person at the other end, while helpful, did acknowledge that there is at least one insolvable landscape in Oxyd. By giving him our serial number we were able to get the codes to skip that level and go on to the next one. After completing each Oxyd level, you are awarded with an eight-digit code to continue. However, each time Oxyd is started up with a new preferences file, it generates a random set of codes. This means that your code for level 53 is unique; it will not work on a friend's game. This basically means that everyone must start at level one and play the entire game through. It also means that if you ever lose the preferences file (or the slip of paper you jotted the codes down on,) you will have to start all over again. This all seems a bit dramatic and unnecessary. Perhaps in a future version of Oxyd players will be allowed to continue at whatever level they choose.



A whole new dimension to the game is added when you link two computers together and play as a team. There are 100 completely different levels that have been specifically designed to make



two players cooperate to solve a problem. You will encounter blocks that only one of the players can pass through, and areas in which one player's movement affects both marbles. The linked game option adds a truly fascinating aspect to the game and should not be missed. In order to play the linked version, however, the two computers have to be of the same CPU speed and the same screen resolution. In addition, the two Powerbooks I played the linked game on seemed to desynchronize from time to time during the game.

Oxyd is officially "Dongleware," an unusual marketing strategy. Anyone can get a copy of Oxyd; the game was designed to be freely distributed. It is the only game I have ever seen that has "COPY THIS DISK" stamped in big, bold letters on the label. If you would like to see Oxyd, you can download it from any of the major online services and try it out on your particular machine. The first ten levels are varied enough so that playing through them should give you a good idea of the flavor of the game. Unfortunately, in this case this also translates into a particularly objectionable form of copy protection.

The first ten levels of Oxyd are completely enabled. After level ten, you will often find your way blocked by stones with a number and a grid location printed on them. In order to get around these obstacles, you must buy the Oxyd book so that you can look up the appropriate three-character password and type it in. There are over 50,000 separate passwords in the book, so just guessing won't do the job here. The passwords are also printed in varying shades of light blue to foil photocopiers, but this also has the undesirable side effect of rendering some of them virtually unreadable, in which case you are forced to abort the game in progress and start again.

The passwords are supposed to diminish in frequency, but as of level 60 I was still encountering them on nearly every level. This is apparently corrected in the latest version, v3.4. It is my opinion however, that they do interrupt gameplay to a certain extent, particularly on certain landscapes where taking your hand off the mouse in order to look up passwords can have dire consequences!

Overall, Oxyd is a superbly-crafted game, with stunning graphics and music. The game retains its challenge after dozens of levels, and the number of new features and surprises that keep turning up in each successive level is truly astonishing. My prediction is that once you continue beyond the first ten levels, you will not sleep until you have completed the 100 solo levels, and have gone searching for some other soul, computer in hand, to play the next 100 networked levels. In general, I hesitate to recommend games in which a copy protection scheme interferes with the gameplay, but in this case all other aspects of Oxyd are so extraordinary I feel I must make an exception. The copy protection scheme does prevent me, however, from giving it a four-check rating; perhaps in the future some form of a compromise can be reached. It is unfortunate that the current climate is such that Dongleware feels that such a protection scheme is necessary; however, I believe it would be a far greater tragedy if companies such as this were to cease making quality games such as Oxyd altogether. :-)

#### Pros:

- Beautiful graphics
- Creative, unique landscapes, each requiring different skills
- Original, fresh sound and music
- Humorous documentation

#### Cons:

- Cloak-and-dagger level code system
- Copy protection detracts somewhat from the gameplay

- Some bugs in the linked game option
- Documentation (especially the “tips” section) is rather sparse





## Reviews: The Bottom Shelf

What is The Bottom Shelf? It's where the older Mac games are usually found at your local software store. The games reviewed in this section have been released for some time now but are still selling, so you should get the Inside (Mac Games) scoop.

### Mini-Review: LEXI-CROSS

by Paul Natsch

**Publisher:** Interplay.

**Pros:** Modern play, 256-color and b/w, one-time copy protection.

**Cons:** Poor sound.

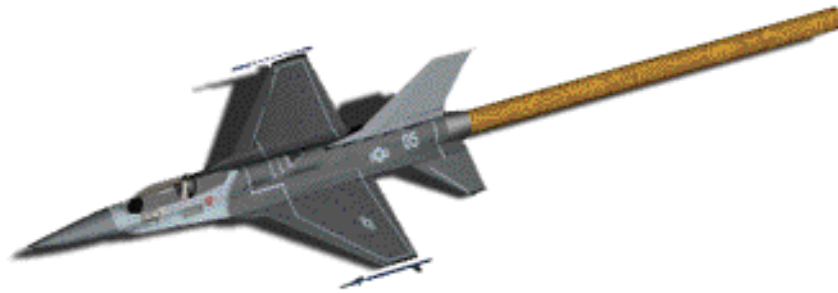
**Requires:** Mac Plus or later, System 6.05 and up, 1 MB RAM for b/w, 2 MB for color.

**IMG Rating:** ✓✓✓✓

LEXI-CROSS™ is like a cross between Concentration and Wheel of Fortune. Expect to put your memory, strategic, and puzzle-solving skills to the test in this fast-paced, futuristic TV game show. Before playing LEXI-CROSS™, there are some choices to be made from the menu bar. Under the difficulty menu, you select children, easy, medium, clever, and genius. This determines the difficulty of your puzzles. The anagrams menu lets you select whether or not you wish to use anagrams. This allows you to select from No Puzzles/No Words to All Puzzles/All Words. Playing with full anagrams makes the game very challenging. Then, you select the intelligence of the Robot (if you are playing a robot). The intelligence levels are stupid, dumb, normal, smart, and genius. You can play one of three ways: Tournament, On-the-Air (just one game), and Practice. LEXI-CROSS™ also allows you to create an image of yourself for the game using the L.I.M.B. (LEXI-CROSS™ Image Model Builder). You get to choose from various heads, torsos, and arms to create your image. Each player has his/her own 10x15 puzzle grid to play on.

The object is simple: solve your puzzle before your opponent solves theirs with as many points as you can accumulate. While playing, there are four main choices to be made: Reveal Tile, Pick a Letter, Solve Puzzle, and Pick a Vowel. You must start by revealing tiles on your grid to find out where the clues to the puzzle are located. There are numerous types of tokens to be found under tiles like point tokens, safety tokens, peek tokens, and lose your turn. Once enough pieces of the puzzle have been revealed you can pick a letter if you want. This will take you to the dollar wheel, which is much like TV's Wheel of Fortune wheel. The player with the most points after three rounds is the winner and moves to the bonus round where the player is given one chance to solve the puzzle within a time limit. If the puzzle is solved correctly the player

gets to visit the Hall of Fame and is eligible to be inducted into it. A player is inducted into the Hall of Fame if his/her score is one of the Top Five ever. LEXI-CROSS™ is a fast-paced, challenging game and is unique in that it is the only game of its kind available for the Macintosh. :-)



## Strategy & Tactics: **Might & Magic III**

by Sandy Kettenhofen

The "Isles of Terra" is the setting for the game of Might and Magic III. There are 15 islands, 5 towns, 5 castles, 8 dungeons, 5 caverns and 4 pyramids for you to explore. When you also consider the fact that each town has a cavern underneath it and each castle has a dungeon underneath it what you actually have is 15 islands, 5 towns, 5 castles, 13 dungeons, 10 caverns and 4 pyramids. All of this in addition to the islands themselves and the ocean that entirely surrounds the islands. Needless to say this is an enormous game.

**What are we doing here?** Throughout the game there is one major quest and numerous smaller quests. Thoughtfully, the folks at New World Computing have provided a special window in the game for you to consult regarding your quests. Here is where you can see exactly what it is that you are supposed to be doing during your journey. It is entirely possible to accomplish the major goal of the game without fulfilling all the requirements of the minor quests. Since the major quest is not readily apparent it is best to begin by attempting to complete some of the smaller ones. As you proceed things will start to fall into place regarding the major goal of the game.

Your ability to maneuver throughout the game depends greatly on the makeup of your party of characters. You will want to have a good balance of strength, stealth, and magic. When you create your party you should have at least two strong characters in the lead, followed by a character with good archery skills and a robber-type of some sort. Next you should definitely have at least two spell-casters. Since there are different spells available to the clerics and sorcerers it is recommended that you have one of each in your party. As you obtain items throughout the game you can control who will fight first in your party. Each character has a rating for "speed" and the fastest individual will strike first during battle. If your strongest player is not necessarily your fastest you may want to equip him/her with some items which increase their speed rating. There are many such items in the game and we will discuss these later on. One of the most frequently asked questions is how to trade items between players. To accomplish this you begin by opening the item inventory window of the character who currently has the intended item in his possession. Locate the item in the inventory list and highlight the item by clicking on it. Next you click on the icon of the character to whom you want the item traded. That's all there is to it!

**Window to the World** - Beside the fact that it is very nicely designed, the window through which you view your world provides a much greater function. If one of your party members possesses the ability to "spot secret doors" the small gargoyle in the lower right-hand corner will wave its hand to let you know there is a hidden room behind the wall you are facing. If any

of your party possesses the ability to “detect danger” the bat located in the center of your screen at the top will open and close his mouth in silent warning that an enemy is near. If your party is under the “protection from the elements” spell, one or more of the red jewels in the corners of the window will turn green while that protection remains in force. When your party is “levitating” the winged creature on the left of the screen will slowly flap its wings back and forth. There is another window that will tell you all of the spells that are in effect at any one time. This is the small hourglass icon on the right of your screen. When activated this window not only tells you the day, the date and the time it will list all the spells you are currently using.

**A Few Basics** - Although each town is configured differently there are some basic similarities in their content. Each town contains an Inn, a Blacksmith's Shop, a Tavern, a Temple, a Training Ground, a Magician's Guild and a Mirror Portal. Each of these will become very crucial to your advancement and you will visit them often.

The Tavern is where you can purchase food and listen for rumors that can be very helpful to you. You can also sit back and sip a “cold one” but be careful, some characters don't handle their liquor well at all. The Taverns are only open between the hours of 6PM and 5AM. If you forget to replenish your food supply your party will quite suddenly starve to death.

The Temple is a place you will probably be visiting frequently. This is where you come to be healed. The Temple can cure anything from simple wounds to death or eradication! The Temple is open at all times.

The Blacksmith's Shop will not only allow you to purchase goods but also to fix any tool you have that may have become broken. It is also the place where you can identify the various items you have found along the way. Of course all of this costs gold. The more powerful the item, the more costly it becomes. A good way to save a great deal of money is to “save” your game just before entering the blacksmith's shop. Enter the shop and pay to identify all your new items. Then exit the shop and decide what you want to keep and what you want to sell. At this point perform a “quit-no save,” re-start your game and go back into the shop to complete your transactions. Over the course of the game this will save you an incredible amount of gold! The Blacksmith's Shop is only open during the daylight hours.

The Training Grounds will enable you to increase to a higher level. When you have gained enough experience points you will need to visit the training grounds and for a certain amount of gold they will provide the training necessary to advance to a higher level. Again, this all costs gold. The higher the level the more gold it costs! If you do not have enough points to advance to the next level you will be told how many points you need before you can train. The Training Grounds are only open during the daylight hours.

The Magicians Guild is open during the dark hours of the night. Here you can purchase magic spells to aid you in your journey. However, before you are allowed to use the guild you must first obtain membership. Somewhere in the town or the cavern underneath it you will find the appropriate person who will enable you to “join the guild.” Since it costs gold to join most guilds there is no point in having your non-spell casters join. There is no benefit to having your Knight be a member of the guild since he couldn't cast a spell even if he was able to learn one. As you gain increasingly higher levels more spells will become available to you. Return to the guild after you have “trained” to make certain that you have all the spells that you are capable of casting. The higher your level, the stronger the spells.

If you have played the games of Might & Magic I and II you know that in those games you were required to return to an Inn to save your game. This is not the case with Might & Magic III. In

this game you can save at any point along the way unless you are in the middle of combat.

The Inn is probably the least visited place in each town. Here is where the hirelings are waiting for you to add them to your party. Fountainhead has two hirelings as does Blistering Heights. The other Inns are also headquarters for hirelings but these people are being held captive elsewhere. Once you have located and released them from captivity they too become available for hire.

The hirelings come in handy in several ways. You can pay them to travel with your party or you can leave them in the Inn. If you pay them to travel with you they will increase in ability right along with your characters. As they increase in ability they also increase in price. The price quoted is a "per day" charge which can get extremely expensive as you advance through the game. You can dismiss the hirelings at any time and they will check in to the last Inn you visited. You can leave them there until you need them again. However, before you dismiss them check their inventory. Each carries some very strong items which you can obtain for your party members.

There is another aspect of the game where the hirelings can be of great assistance. As you journey throughout the land you will discover a multitude of items that you can use to your benefit. It is not long before you are completely loaded down with things that you "might need some day." All too soon your backpacks are completely full and you have no room to include any new treasure you may find. If you feel that these items are too precious to part with you can use the hirelings in an Inn to hold them for you. For example—there is absolutely no reason for you to lug 10 or 15 "Precious Pearls of Youth and Beauty" around with you. You will only use one at a time, so store the excess with one of the hirelings at the Inn for safekeeping. Once you've used the one you are carrying go back and get another one.

The one place in each town that gets the most use is the "Mirror Portal." This is a device that allows you to transport between towns and various places throughout the land by speaking a special password. Once you discover these passwords you can transport your entire party instantaneously to almost any area in the land.

**Extra Added Attractions** - In addition to the basics each town has different specialties that require investigation. Examples of this are the bank which is located in Fountainhead and in the town of Baywatch you will find several merchants willing to train your party in exchange for gold. You can learn skills such as Pathfinding and Mountaineering. If at least two members of your party possess these skills your entire party will be able to enter the dense forests and hills that were previously denied to you.

**Taking the Towns by Storm** -When you begin the game in the town of Fountainhead you get your first taste of how to best deal with each town in the game. While you investigate the town itself you will encounter, and need to eliminate, at least one set of enemies before you can fully explore the town. Typically the opponents that are out in the open are the least threatening and easiest to conquer. If you have a great deal of trouble disposing with these then you might want to go elsewhere until you gain more strength. Opponents you find behind doors or in enclosed rooms are usually more vicious than those you find in the open. Frequently you will discover that in the enclosed rooms there will be more enemies to deal with at one time. Once you have cleared the town of its inhabitants you are then free to roam at your leisure. When you encounter a closed door attempt to walk through it. If it is locked you will be given a prompt asking which character will unlock the door. Choose the character with the most skill in thievery. If the door is locked a thief would be most likely to be able to pick the lock. If the door still won't open you can attempt to "bash it down." If your two lead characters are strong enough the door (or wall) will crash in under their charge allowing you access to the room.

Once you have examined the town your next step should probably be the cavern underneath the town.

**Getting down to it** - Every town has a cavern underneath. These caverns hold immense treasure and powerful spells but are also more dangerous. Here you will encounter a great number of opponents that are usually stronger and more diabolical than those you found up above. In addition to the nasty characters you meet, the caverns themselves can be harmful to your party. You should use your spell casting powers to minimize the dangers of the caverns. If there are pools of poison on the ground, cast either your "levitate" spell or your "jump" spell to go over them. At the same time you can cast a spell of "protection from elements" which will protect you from the poison. This will keep the damage to your party at a minimum while investigating the twisting and turning caverns. Remembering, of course, to re-cast these spells each time after resting.

**The Great Outdoors** - As you venture out of the towns you will enter a vast world filled with enemies, encounters and discoveries. A marvelous graphic enhancement has been included in M&M III that was not available in either of the two preceding stories; you can see your enemies before you encounter them. Even when you are in the woods or mountains you can quite often catch glimpses of them between the trees. This gives you the opportunity to cast spells or shoot arrows at your foes from quite a distance. As your skills increase it is often possible to eliminate an enemy before he ever gets a chance to get close enough to hurt you. When you are engaged in a fight you will be able to tell how much damage you are inflicting on your opponents in two distinct ways. When one of your party scores a "hit" a splash of red will appear on your opponent. The larger the splash and the longer it remains the more damage it has caused. When you engage in hand-to-hand combat the name of your opponents will be shown in the upper right section of your screen. When they are totally healthy the name appears in green. When they are injured the name turns to yellow and when they are critically injured the name turns red. This is a good way to tell when you are close to killing your foe.

Every area of the outdoors has at least one certain type of villain indigenous to the area. Each type of villain has it's headquarters located somewhere within the region you find him. You will earn major experience points by finding and destroying these headquarters. After you've destroyed their headquarters they will be forced to leave the area and will not return.

Once you have eliminated the enemies that are lurking around you will find a seemingly limitless supply of new discoveries. There are gypsy huts offering goods and services, magic wells and fountains, talking heads and buried treasures. Every time you make a new discovery you will be given a dialog box asking whether or not you want to investigate further. It is a good idea to save your game before you partake in any of these new offerings just in case your discovery turns out to be a negative experience. If you discover a permanent fixture that turns out to be a real asset, i.e., a well or fountain, make a note of it's location so you return to it again as often as you like.

**The Entire Terra-tory** - The game has been constructed in a manner that makes the places that are the easiest to get to the least demanding in terms of defeating opponents. The more difficult the area, the harder it is to gain entrance. Although you are free to adventure in any direction you desire, most of the free-standing dungeons require a color-coded key that can only be obtained by exploring another area. If your party has sufficient strength to obtain the key this indicates that you are either ready or very close to being ready to "hold your own" in the dungeon that requires that key.

You can keep track of your progress throughout the land by consulting the map. To view the map, press the "M" on your keyboard. This will give you a map that shows black squares

where you have not yet explored and colored terrain where you have already been. Refer to your map frequently and use this as a guide to make certain that you explore every square on the map. You can never tell which square will divulge some treasure or secret that will come in handy.

Once you acquire the “Wizard’s Eye” spell you will be able to see the areas that you have not yet explored as well as all the places you have been. This spell does not require very many spell points and it will show things that you would not be able to find otherwise. Use this spell as often as possible and you will find a great deal more than if you were to explore without it.

Sample every item offered to you but remember to “save” before indulging so that you can “quit-no save” if it turns out to be a mistake. Some of the wells are poison, some of the gypsies will rip you off and some of the items offered for purchase will be no good.

Take plenty of notes as you go. There are many messages scattered throughout the land and they will eventually enable you to solve all of the puzzles in the game. Most of them won’t mean anything at first but sooner or later you will find a need for them.

**Easy does it** - The easiest order of progression after thoroughly exploring Fountainhead is to leave the town and explore the area immediately surrounding it. There is a road which leads due south and this will take you to your second town—Baywatch. After exploring Baywatch continue traveling south and you will find the last town on this island—Wildabar. Each of these towns is progressively tougher to conquer and the areas surrounding the towns are infested with progressively more sinister adversaries. However, the rewards for conquering these areas are great. Once you have succeeded in taming these three towns and the areas in between, you will have most of the information that you need to allow you to traverse the rest of the globe. If you get into a situation that is too much for you, retreat and try another area until you are stronger. If any of your party is killed during your travels simply go to the closest town and enter the temple. Your comrade will be brought back to life for a “slight fee.”

A few steps off the road between Fountainhead and Baywatch is a free-standing dungeon known as the Temple of Moo. Inside this Temple is an area where your entire party will be promoted to “Crusaders.” You will need to obtain this promotion as it is necessary before you can enter any of the castles.

**Kings Castles** - Of the 5 castles only three of them are inhabited by Kings. The other two are haunted by the ghosts of two famous wizards. These wizards both require your help to release their spirits so that they can finally go to their eternal resting place.

As with the towns, all of the castles have some basic similarities. Each of the three Kings will ask you to perform the same task; however, each King wants you to perform this task for him only. Each King has an assistant who will ask you to find ancient relics and return them to him. All of the castles have hidden rooms which contain secret treasures. These rooms are only visible by using the “Wizard’s Eye” spell and are only accessible by casting the “teleportation” spell.

Each of the three active castles has a massive treasure that can be gained by solving a puzzle. The solution to this puzzle is revealed in the dungeon of that castle. Every castle requires a password to gain access to the dungeon. There are statues placed throughout the castle that will provide the clues necessary to solve yet another puzzle and obtain the password.

**Down and Dirty** - The 5 caverns are scattered throughout the land of Terra. Each of these is home to it’s own insidious brand of villain. As with all the other areas in Terra the caverns



contain many treasures. These treasures are very jealously guarded by a wide assortment of Mages, Witches, Dragons, Cyclopes, Insects and various forms of Undead. They are well worth exploring once you are strong enough to withstand their inhabitants. You will find not only treasure but many clues which will lead you to your ultimate goal.

The caverns are usually large and entail a great number of twists and turns that lead you through and around the different chambers. If you have the “detect monster” spell you can cast it frequently to reduce the number of unpleasant surprises you are likely to encounter while exploring these caverns.

When opening a locked door or breaking into a hidden room it may be to your advantage to pre-position the arrow so that it is pointing to the “cast spell” window. This will frequently enable you to cast a spell at any adversary who happens to be lurking on the other side of the door or wall before they can strike your group. If you take the time to move the arrow to the “cast spell” window after you’ve opened the door you are usually too late to strike the first blow. Another way to quickly get the upper hand is to immediately press the “C” on your keyboard. This also activates the window for casting a spell and it may be easier for you to press this key than the time it takes to reach for the mouse and press the button.

**Deepest, Darkest Dungeons** - The 8 free-standing dungeons will supply you with the major items necessary to win the game. This is probably why each of these dungeons provides you with enemies that are meaner and more difficult to kill, and puzzles that are more challenging to solve.

Here is where you will find some of the Orbs that the Kings have sent you to retrieve as well as the Hologram Sequencing Cards needed for the game’s ending. Search these dungeons carefully and you will be well rewarded. You may have to return several times to reach a point where you are strong enough to defeat your opponents but eventually you will be able to tour the dungeons without worry of being attacked.

**Speaking of Enemies** - There are many battle techniques and as you discover your magical abilities you will no doubt create your own style of fighting. Be certain that when you enter a potentially dangerous area that your party is well rested and has their full allocation of hit points and spell points.

Every monster in the game requires a specific number of hit points to defeat that species. Additionally each type of monster is effected differently by the different types of attack. Some are more resistant to fire, some are resistant to poison, some are more resistant to cold. When you possess the “identify monster” spell you can cast it to learn some specifics about the monster but you will not be able to discover what type of attack will do the most damage. This can only be done by trial and error.

One method of winning some of the tougher battles is to use some of the magic properties available throughout Terra before you engage in battle. There are several places in the land where you find wells or fountains that can dramatically increase your resistance to damage, greatly increase your strength or increase your number of spell points. If you are going into an area that is known to have extremely tough monsters you might visit one or two of these places to enhance your capabilities before you start out.

When you have advanced far enough in the game you will be able to obtain the “Lloyd’s Beacon” spell. This is a magic spell that can instantly transport your entire party to a pre-set destination. If you set your Lloyd’s Beacon to one of the places you know will give you strength you can instantaneously return to this location when you need to. Quite often when fighting a

group of monsters there will be a break in the action just after you have killed one monster and before the next one attacks. You can use this break to cast the Lloyd's Beacon spell and immediately obtain aid. If you have two spell casters who possess this spell it is very efficient to set one of the beacons at the location of aid and the other to return you to the battle at hand. This way you can zap out, get stronger and zap back to finish the fight and emerge victorious.

**Defense, Defense** - Probably the most important part of winning any battle is the manner in which your characters are equipped. There are literally thousands of different items that can be used to increase your character's armor class as well as his/her efficiency in battle. There are weapons, armor, jewelry, footwear, helmets and numerous other items. Each of these performs a specific function and not all characters are able to use all items. As you begin discovering the more advanced weaponry you will find that they quite often have a "modifier" in the name of the weapon. For instance, a rapid crossbow is not only a crossbow but will also add to the character's speed. A precision dagger will increase the character's accuracy. As described earlier, identify each of these items until you are familiar with their attributes. If you use these items correctly you can optimize the effectiveness of your party.

**Pyramids** - The 4 pyramids will lead you to the area where your game will conclude. Just as with the towns, castles, caverns and dungeons the pyramids vary in their level of difficulty. The easier a pyramid is to get to, the easier it is to conquer. You will need to explore each pyramid thoroughly. Even when you are able to enter the last area of the most difficult pyramid make certain that you have gained access to every area before proceeding any further.

You will not be able to enter the final room until you have completed the major Quest and become an Ultimate Adventurer. Once you have accomplished these two things you will have the items necessary to gain access to the last room. However, this is not to say that you have all the items necessary to win the game.

**And finally...** Once you have succeeded in winning the game you will be shown an "award-winning" finale and given a final score. Obviously, the more minor quests you were able to complete the greater your score will be. When you receive your score you are requested to send it in to New World Computing at the address provided so that your name can be entered in the annals of history.



## IMG Feature: **The Right Seat**

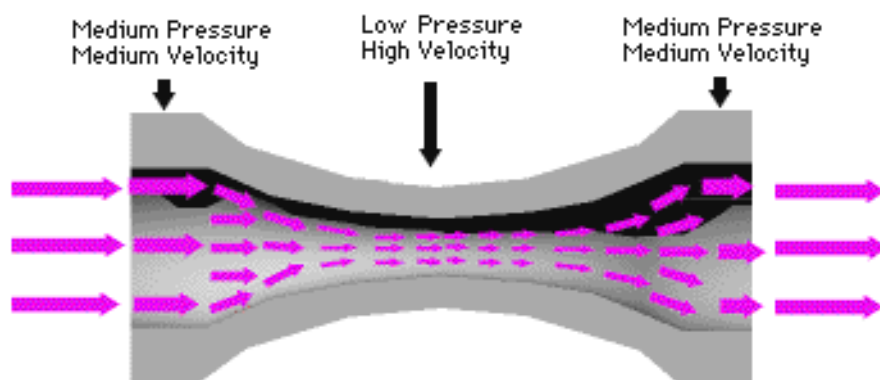
by Brian J. Thomas

This month marks the first installment of a new Inside Mac Games feature column, **The Right Seat**. As flight simulations continue to grip the attentions of a majority of Macintosh gamers, we would like to infuse that interest with some attention to the basics as well as the finer points of flying by wire. Each month we'll take a look at some aspect of flight and then try to apply it to the realm of simulation. The goal is to take out some of the mystery and folklore and replace them with knowledge and experience that will help you get the most out of your flying.

**The Right Seat** is, of course, a reference to the instructor's usual vantage in the side-by-side seating of most training aircraft.

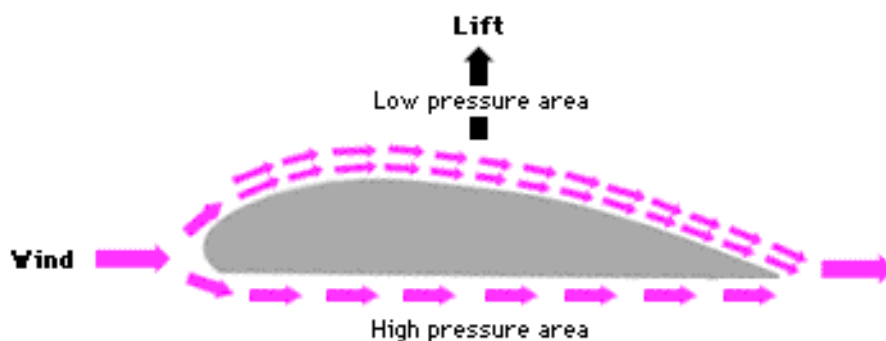
A minor point for readers: While most of the principles and practices discussed here will apply to almost any type of flying, for the purpose of consistency our "reference" simulation will be Microsoft Flight Simulator, since it's the only general aviation Macintosh simulation on the market today.

**I thought Bernoulli was a removable hard drive?** No discussion of getting off the ground would be complete without first talking a bit about just how an airplane does, well—get off the ground. Understanding the forces acting on an airplane in flight is fundamental to controlling the airplane. Makes sense, doesn't it? There are four elemental forces that affect an airplane in flight: **Lift**, **Drag**, **Thrust**, and **Weight**. All of these forces are interdependent to some extent. For example, without Thrust (i.e., the powerplant), your blocky little Cessna Skylane is no more than a brick with pretty lights. And speaking of bricks, Weight is pretty straightforward: it's the result of gravity, and short of moving to the Sea of Tranquility there's not much we can do about it. A diet can help, but not much. It is pertinent to note here that most aircraft's cargo capacity is severely restricted in mass, location, and displacement. Put two linebackers in a Cessna 150 with full tanks on a hot day and all you have is an expensive taxi. No way that bucket is getting off the ground. So weight's a drag, so to speak, but that's why we have Lift. Lift is the somewhat mystical aspect of flying. It's hard not to watch a 747-400 rotate airborne without thinking there has to be witchery involved. But behind the basic concept of Lift is nothing more than a physical principle discovered by a Swiss physicist named Daniel Bernoulli. The principle is simple: for any fluid in motion, an increase in the fluid's speed is followed by a decrease in the fluid's pressure. And vice versa. It all comes back to Newton's Third Law of Motion, which states that for every action there is an equal and opposite reaction, and thus conservation of energy is maintained. In application, this principle is applied to the venturi in a carburetor, and looks something like this:



**Bernoulli's Principle** as illustrated by air passing through venturi tube

At the point of constriction, the fuel is moving faster, however the pressure is lower at that point than at the entrance and exit ports. This is what keeps the fuel drawing through the carb throat and on into the manifold and combustion chambers. High pressure always moves to relatively lower pressure in a constant attempt to reach equilibrium. This, by the way, is a fundamental tenet of weather, but we'll get to that some other month. Anyway, with this decrease in pressure also comes a variety of side-effects, including a lowering of temperature (and hence the chance of carburetor ice), but what's important here is the lower pressure. Here's why:



**Wing cross-section** showing air-flow and relative pressure over camber

As you can see, the wing's camber (a measurement of the curvature of the wing surface) on the top surface of the wing is curved so that the air passing over the wing has to travel farther on the wing's top surface than does the air on the underside. This is, in effect, just like one half of the venturi model above. The air—a fluid just like any gas—passing over the wing creates a differential in pressure, and if that difference is enough, the force of the high pressure attempting to equalize with the nearby low pressure (another natural law of equilibrium) is enough to force the object in between (here, the wing) in the direction of the low pressure. And of course, this is why we need Thrust, since we have to move the aircraft through the air fast enough to create enough pressure difference to overcome the Weight and Drag of the aircraft. This is why **airspeed** is absolutely critical to every pilot. If you don't have enough, the only thing going up is your insurance. So what was that about Drag? Well, it's aptly named for one. Suffice it to say Drag comes from all sorts of places: resistance to airflow created by the aircraft's planform, interference caused by all the rough nooks and crannies of the aircraft's surface, and as a by-product of Lift (remember Newton?). It is the nemesis of Thrust. It is

friction, resistance, and a sheer roadblock to smooth airflow. But we live with it. And those of us with Volkswagon Buses live with it every time we fill the tank. Crudely put, Drag costs money.

**Apply pressure here.** So, enough of this theory stuff. How does this all apply to getting your sexy little Skylane airborne? Well, for one, it should be clear now that airspeed is necessary for flying, and a specific amount of it is required at all times. Drop below this "minimum" for any given situation and you're fast in trouble (and the minimum changes all the time; this keeps it interesting :-). The concept of minimum airspeed is one that we'll come back to again and again in **The Right Seat**. Next month we'll have to add the concept of **deflection** to complete our look at Lift, and we'll have to study the effect of the wing's **angle of attack (AOA)**, a critical element of how *much* lift is generated and how far we can push it before **stalling**. But for now, let's apply what we've looked at this month to the takeoff.

Every aircraft has its "numbers," the airspeeds and performance limitations by which you live and (hopefully not) die. Before flying any aircraft, it's essential to memorize the critical airspeeds, known more readily as "V-speeds." For a basic single-engine aircraft such as the Skylane RG, these speeds are:

- VX best angle of climb
- VY best rate of climb
- Vs0 stall speed in the landing configuration (flaps/gear down)
- Vs stall speed in the "clean" or cruise configuration
- VLE maximum landing gear extended speed
- VLO maximum landing gear operating speed
- VFE maximum flaps extended speed
- VF design flap speed
- VA design maneuvering speed
- VNO maximum structural cruising speed
- VNE never-exceed speed

In addition to these V-speeds, in each aircraft's Pilot's Operating Handbook (POH) are a number of recommended speeds that apply to such flight modes as climbout, cruise, descents, approaches, and landings. For example, the Cessna Skylane RG may list 80 knots as the recommended climbout speed. This speed is a compromise between VY (which gives us the greatest gain of altitude per unit of time) and safety/comfort factors, since climbing out at VY often gives the pilot little forward visibility and can be physically uncomfortable for passengers. For the absolute minimum climbout airspeed, Vx is it. This gives us the greatest gain of altitude per unit of distance, and is used for obstacle clearance on takeoff (slower going up, but steeper angle to clear the obstacle). This is an absolute no-go-below speed on takeoff, and you only use it to clear your obstacle, then accelerate to VY or the recommended climbout speed. So for now, let's use the latter.

**Going up?** You're lined up with your nose on the centerline. Throttle smoothly the firewall, steady on the rudders for directional control. Slight back pressure on the yoke (stick) as you accelerate. The airplane will fly itself off the ground, since as you continue to accelerate you create greater amounts of Lift. The trick here is to use the elevator to control your airspeed. Let the nose start to rise but don't do any serious climbing until the airspeed reaches 80, then ease the yoke back and maintain that 80 using the elevators (forward or back stick pressure). Scan the airspeed indicator every second or so, but don't fixate on it or you'll end up in the 46th floor of the Sears Tower :-). Here's what it should look like:







**Forward view of climbout**

If the airspeed starts moving below 80, just ease the nose down a bit by pushing the yoke (stick/mouse) forward. Just the opposite if things start to get hot. Pull back with just a slight pressure. This is what many pilots call "flying the trends," as opposed to "chasing the needles," which is almost certain to drive you crazy. Catch the trend of the aircraft before anything major changes. The key is small control inputs. You can often judge the experience level of a pilot by how tightly they grip the controls :-). The final trick is correlating the view outside with the airspeed inside. This gives you the freedom of not having to look at the A/S all the time; you can judge by your relation to the horizon if you're straying far from 80 knots. This "attitude" flying is key to all aspects of flying in visual meteorological conditions (VMC).





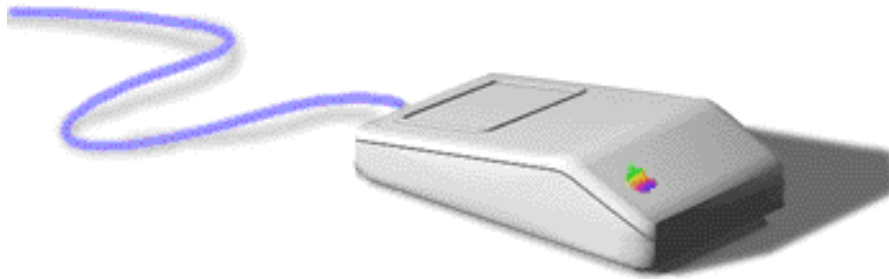
**Rear view of climbout**

Okay, so now we're wheels-in-the-wells airborne. Of course, that's not all there is to it, but we'll come back to the takeoff next month and look at other aspects such as angle of attack and maximum performance procedures. And we may even land. Hope you brought a lunch :-)

### **Suggestions for Further Reading:**

- Flight Training Handbook (DOT/FAA, AC 61-21A)
- The Illustrated Guide to Aerodynamics
- Private Pilot Manual (Jeppesen Sanderson)
- The Student Pilot's Flight Manual (Kershner/Iowa State University Press)





## IMG: Double Click

Double Click is IMG's fun section. This month, Owen W. Linzmayer presents us with some of his Cruel Mac Tricks. Plus some Macintosh Horror Stories from IMG readers. If you have any Macintosh Horror Stories, please send them to us. Also, if you would like to include any cartoons, funny stories, or other cool stuff in this section, let us know.

### Cruel Mac Tricks

by Owen W. Linzmayer

As March comes to a close each year, instead of working myself into a frenzy worrying about Tax Man, I start thinking about April Fool's tricks to play on unsuspecting feebs. This year I've searched the world over for devious programs that wreak havoc on your enemies' miserable little lives and assembled the best 17 into a collection I call the Cruel Mac Tricks disk. These applications, control panels, and extensions allow you to take pleasure in the misfortune of others, yet they harm nothing except your unwary victim's mental health (for those that lack a sarcasm detector, please note that as I write this my tongue is firmly planted in cheek).

In the spirit of fair play and a free plug, I've granted **Inside Mac Games** exclusive rights to distribute two of my favorite **Cruel Mac Tricks**: Bob and sdrowkcaB. Bob prevents your victim's Mac from displaying text anywhere, and sdrowkcaB displays all text backwards. Each is a barrel full of laughs by itself, but when these two system extensions are teamed up, you can really send your victim off the deep end.

As was just explained, with the Bob extension installed, your victim's Mac no longer displays text. The icons appear in their normal places, but with blank spaces below where their names used to be. Likewise, windows open normally, but there's nothing in their title bars. And all the menus in the menu bar operate, only it's extremely difficult to tell what choices are being made because the text is completely gone.

To install Bob, just drag it into the System folder on your victim's startup volume. Under System 7, an alert box appears explaining that the file belongs in the Extensions folder. Click OK and let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install Bob, remove it from the System folder and restart. This is somewhat tricky for two reasons. First, the file names don't appear in the Finder, so you must look for Bob's icon of a Teddy bear (it helps if you choose By Icon from the Finder's View menu before you install Bob). Second, you need to know how to choose Restart from the Finder's Special menu when all

the menu names and choices are blank.

Bob is very effective all by itself, but it can be even more fun if installed at the same time as `sdrowkcaB`, the extension that makes all text appear in reverse. Chances are, your victim will spot the Bob extension icon pretty easily because it looks like a Teddy bear. So when they throw Bob into the Trash and restart, text will be visible again, but `sdrowkcaB` will kick into action. The icons appear in their normal places, but with their names displayed backwards (see Figure 2). Likewise, windows open normally, but their title bars are reversed. And all the menus in the menu bar operate, only it's difficult for your victim to tell what they're doing because the text is flip flopped. Even characters your victim enters into a word processor appear in reverse order as they are typed. But rest assured, nothing really changes permanently. If your victim opens a document when `sdrowkcaB` is installed, it looks like mumbo jumbo. But once you de-install `sdrowkcaB`, everything returns to normal.

To install `sdrowkcaB`, just drag it into the System folder on your victim's startup volume. Under System 7, an alert box appears explaining that the file belongs in the Extensions folder. Click OK and let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install `sdrowkcaB`, remove it from the System folder and restart. This isn't as tricky as it might seem because when all of the file names are reversed, its name is clearly legible as Backwords.

### **Words of Warning**

Neither of these tricks actually harm your victim's Macintosh, its peripherals, or its data in any way. However, these programs simulate various malfunctions and screw ups that naïve users may incorrectly interpret as serious problems. That's part of the fun, but therein lies a great danger.

In their attempts to "fix" what isn't really broken, your overzealous victims may tear out their hair and tear apart their systems. Who knows, they may reinstall their system software, reformat their hard drives, or even take their Macs in for unneeded repairs. While the very idea of such drastic actions may have you laughing fiendishly like Charles Manson at the prospect of a weekend pass, think how you would feel if someone played a similar prank on you just before a major deadline. Now, it's not so funny anymore, is it? For this reason (and to cover my butt in case someone gets really mad and tries to sue), let me state for the record that it's entirely up to you to use these programs in a responsible manner.

Before inflicting these programs on your victims, I suggest the following course of action. First, read the program's ReadMe file from start to finish. Make sure you understand what the program is supposed to do and — this is very important — how to disable or de-install the program. Then, play the trick on your own Mac to make sure it works as described. If so, go ahead and install the program on your victim's Mac when they aren't looking.

But before leaving it for them to discover, check to see that the program works as expected on their Mac. (If anything seems out of the ordinary, abort the mission and de-install the software.) Finally, make sure you are around the victim when the trick is played. Not only are these tricks a lot more fun when you get to see your victim freak out trying to make sense of a Mac gone mad, you'll also be on hand to make sure they don't do anything drastic. After you've had your laughs at your victim's expense, you should at least be kind enough to revert their system back to normal. It's up to you whether you let them in on the gag or you make up some techno mumbo-jumbo to explain away the misbehavior.

### **Ordering Cruel Mac Tricks**

Bob and sdrowkcaB are both freeware programs that run under System 6 and System 7. Bob was written by Gerrit de Jager of the Netherlands, and sdrowkcaB was written by Mark Adams of Austin, Texas. These are just two of the 17 programs included on the Cruel Mac Tricks disk which is copyright © 1993, Owen W. Linzmayer. If you would like to order this exciting disk with its detailed on-line documentation, please send \$5 (U.S. funds only, no POs or CODs) to Owen Ink, 2227 15th Ave., Dept. IMG, San Francisco, CA 94116-1824. Outside North America, add \$2 to cover additional postage.

### **About the Author**

Owen W. Linzmayer is a freelance writer who regularly contributes to MacUser and Macworld and has recently published SYBEX's best-selling Totally Rad Mac Programs, a book/disk combo containing 23 programs designed to make your Mac the coolest on the block.

## **Macintosh Horror Stories**

### **A Powerbook Disaster**

April 19, 1992 should have been the happiest day of my life but really turned into a disaster for me. I got up that morning, took a shower and asked my good friend if I could borrow his brand new Powerbook 140. Being a nice guy and all, he said sure. I needed his machine because I was finally going to print out my thesis and be done with school forever. My friend lived in a suburb in Chicago and I had to take my motorcycle downtown to print the thesis out. So I got on my bike, with the Powerbook on my back in a back pack, and headed toward downtown Chicago.

All went well at the university, I printed the thesis in no time at all, and started heading back to my friend's house who lived about 30 minutes away from downtown. I got on the expressway and a feeling of satisfaction and relief came over me. I was finally done with school for ever. Well, that was my big mistake. Being happy and stuff, I started to speed on the motorcycle. I must have been going 75 MPH when out of nowhere the flap on the back pack opened up and my thesis went flying onto the highway. Not knowing what happened, I pulled over to the curb. Now here comes the big mistake. I hadn't realized my friend's Powerbook was still on my back. So when I turned my head back to see where my thesis was, the Powerbook just flopped over and came crashing on the hard cement. OH NO! CLUNK! The screen of the Powerbook had shattered in half. OUCH!

Well, anyway, I got my thesis, which was about 50 feet back, and headed back to my friends house to return him his now broken Powerbook. When I later told him what happened, the first thing he said was, "Hey, you just bought yourself a brand new broken Powerbook." Yup, I ended up paying him for the Powerbook plus another \$900 for fixing the screen. Quite an expensive day, wouldn't you say? The funny thing is that my thesis didn't have a scratch on it!

*Eduardo Chavarri  
Caracas, Venezuela*

### **The Old Switch-a-Roo**

I was one of the first lucky few to get my greedy little hands on that input device of supreme toastiness, the Gravis MouseStick II. Well, I thought all would be well. WRONG! The hardware was just peachy, but the MouseStick cdev froze up my mouse whenever it loaded. I tried booting up under System 7, system 6.07, 6.08, with and without any or all of my inits and cdevs loaded, and various combinations thereof. Nothing worked. A call to Gravis tech support (long-distance to Canada, btw) promised a reply, but none was forthcoming. Again I called.

Nothing. Finally, I got fed up at looking at my sleek, expensive, comfort-grip paperweight and called Gravis yet again. This time, I got connected to somebody who knew right away what the problem was: according to him, Gravis has petitioned Apple for a reserved ADB id, which happens to be 35. Well, Mouse Systems took apart a MouseStick and copied its design to build their Little Mouse ADB (one of which I also have), which resulted in the Little Mouse having an ADB id of 35, too. As anybody who's ever diddled with a SCSI chain knows, ID conflicts cause strange and wonderful things to happen. At any rate, all I have to do to use my MouseStick is turn off my computer, unhook my mouse, and reboot off of a floppy with the MouseStick II cdev on it. (I can't have the cdev on my startup disk, 'cause I leave the joystick connected all the time) The best fix would be to but another mouse (Gravis said just about any other one would work), but not all of us can afford to drop \$75 for an electronic rodent. So, for now, I'll stick to playing pick-the-plug. It's not an elegant solution, but it works—kind of.

*Black Mac  
via America Online*



## Hints, Tips, & Tricks

Compiled by Sandy Kettenhofen and Tuncer Deniz

### Maelstrom

**Trick:** Pressing X in the Maelstrom high score screen brings up an interesting poem or song lyric (someone said it may be from a Red Hot Chili Pepper's song). *Mike Smith*

**Trick:** To start playing on any level that you like, hit the 'L' key while you are at the main screen. A dialog box will come up that lets you choose what level to start on. The 'Turbo Funk' option makes the game run as fast as it can, instead of the constant 30 fps (frames per second) it normally uses." This can radically change the game on faster Macs! It is almost comical. Try this if you doubt the potential speed of animation on Maelstrom!

**Hint:** Remember that the screen is like a flattened sphere. So you can tell where things will reappear on the screen. This is critical for getting lots of Acme boosters which is how you get high scoring games. This gets real tricky when things head for a corner, because all four corners meet in one place and so when something goes to a corner, it may reappear in any of the other 3 corners.

**Tip:** Warning! Even though the game is made for 13" screens. Part of the game on all sides does not show on the screen. You can have a large asteroid completely hid on the screen. This can be important to know you are flying around the screen and about to wrap around to the other side.

**Trick:** Machine gun may be the most powerful thing that you can have. By quickly tapping the keys to move the ship side to side, you can get the effect of triple shot only more effective because triple shot is significantly slower. Try not to hold down the fire key because only a certain number of shots can be on the screen at a time and the gun may stop firing just when you need it.

**Trick:** Every now and then there are showers of bad things like Autonomous Mines, Novas and Vortexs. Showers of comets and acme canisters can really be fun though. You can get over 25,000 bonus points from a comet shower and if you have a 5x bonus multiplier, it can be over 130,000 extra points which happens!

**Trick:** Saving another ship gives you an extra life. There is a rumor around that one of the things that luck may do is 33% of the time you are killed, you will

be saved. Also you may not lose some of the goodies when you die.

**Tip:** Sometimes the most effective way to kill an autonomous mine is to let it hit you from behind and right before it hits you, use your shield.

**Tip:** Novas can actually help you when you are further into a level because it will destroy all the smaller asteroids.

**Trick:** If you just want to cheat, then Victoire is a great shareware program to get and it has cheat for most of the popular Mac games as well. Give yourself Machine guns not just for higher scores but also to make sure that the game get off to fast start. *Carl Melton*

### **Might and Magic III**

**Tip:** If you keep the majority of your gold pieces in the bank at Fountainhead you will greatly benefit from the 1% interest payments.

**Hint:** When your party visits Athea, Nymph of the Great Sea, closely examine your male party members. They are NOT insane, confused or poisoned; they are in LOVE. Do you know anyone in the game who is looking for LOVE? However, be forewarned, you will need to provide a great deal of love to break the spell.

**Trick:** If you want to gain immediate access to one of the orbs hidden underneath a pyramid enter "ORB MEISTER" in any mirror portal.

**Trick:** If you would like to find extra loot hidden in the Dragon's Cave enter "DOE MEISTER" in any mirror portal.

**Trick:** If you would like to view the "award-winning ending" of the game you can do so at any time by entering "BLASTOFF" in any mirror portal. Warning: This is the exact sequence you will see when the game ends. Do Not enter this code if you want to save the ending for a surprise.

**Hint:** In the Cathedral of Carnage each head has two levers. One will turn on the electricity, the other will bring forth the "moaning head". There are 8 moaning heads in the center chamber, 8 heads X 2 levers = 16 levers.

**Tip:** If you need to gain some quick experience points enter "ARENA" in any mirror portal and you will be given the opportunity to fight in the arena and earn points.

**Tip:** You will find every magic spell during your travels throughout the land so it is not necessary to buy all the spells at the guilds. *Sandy Kettenhofen*

### **Heaven and Earth**

**Tip:** When attempting to maneuver the pendulum you can slow the movement by using the mouse in the opposite direction of the pendulum swing. The slower the movement the easier it is to direct.

**Tip:** When playing the card game study which cards are make constitute the "opposite month." These "opposite month" pairs will give you many more points than an exact match of 4-of-a-kind.



**Tip:** The “phenomenoms” act as multipliers when included in your tricks, however, most of the weather phenomenoms act as negative multipliers which reduces your score. *Sandy Kettenhofen*

### **The Secret of Monkey Island**

**Hint:** To get past the dogs and gain access to the Mayor's house you need to season the meat with a condiment. There are some pretty yellow flowers in the woods that are very reminiscent of poppies.

**Trick:** When bargaining with the natives regarding the Navigator, remember the pamphlet you have in your possession entitled “How to get AHEAD in Navigating”. *Sandy Kettenhofen*

### **Spaceward Ho!**

**Tip:** Speed may be the most important technology you can improve on. It may even be more important than Weapons. Speed allows you to move through the galaxy faster as well as dictate who fires first in a battle.

**Tip:** You should invest in Radical research. At times what you receive is almost worthless, but in most cases it will be an asset. Remember, Radical Tech is a temporary advantage. As stated in the manual, “If your Weapon and Shield Tech levels are 5 and 5, and your Radical Tech causes your Shields to go to 7, your Weapon Tech will reach 8 at the same time that Shield Tech does.” So use it if you got it.

**Tip:** An alien offering an alliance does not always mean a long and happy relationship. He may use this alliance to bum money and metal, spy on you, and then leave offensive forces at your planets. Once he feels he has gained an advantage, he may break the alliance. This may not always be the case, but you should be on your guard.

**Tip:** A Scout Ship may serve a purpose at the beginning of a game when range is at a minimum, but soon it loses its value. Use Fighters to scout planets.

**Tip:** Getting out of the gate as soon as possible allows you time to colonize and develop planets. So sending out a colony ship should be one of your first goals.

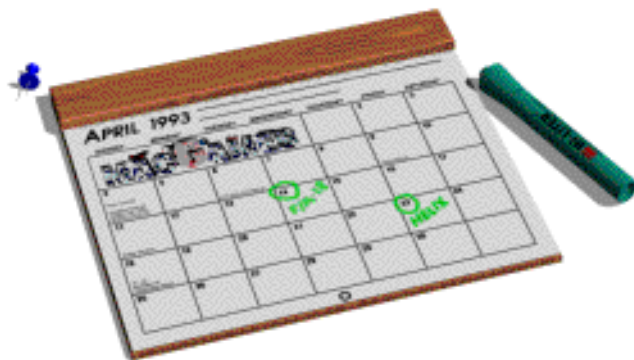
**Tip:** Fight the battle in the enemies back yard not yours. This is very important! Move your forces into enemy territory and set up camp there this will occupy his time allowing your home bases to develop.

**Tip:** Remember, don't get lost in the fun of hoarding metal that when the enemy comes you have no defenses. It doesn't matter if you have one ton or 400,000 tons of metal if it's just sitting there it is of little direct help. As the saying goes, "Use it or lose it."

**Tip:** Your goal should be to trick the enemy into sending a huge Armada of ships against such a well-defended planet of yours that he is wiped out. Not only will this weaken the enemy, but you will collect scrap metal in the bargain. Now the question is how to do this? First remember when the enemy has scouted one of your planets, when he return depends on what he ran up against. If he ran up against a far more superior force it may be sometime before he returns, because he will be waiting for his tech to improve. If he ran against a force of near equal strength he may be back sooner, because all he may do is try to increase his number of ships. Then attack again. If your forces are much weaker than his expect a very quick return,

because all he may need to do is regroup for a second assault. Knowing this will let you know when to build massive number of satellites. *Reginald B. Milton*

**If you have a Hint, Tip, or Trick**, we will include it in the magazine. Send it to Sandy Kettenhofen on CompuServe (75020,512) or Tuncer Deniz on America Online (IMGames).



# The Mac Games Release List

by Paul Natsch

This is the most comprehensive and informative release list for the Macintosh gaming community. Take the release dates with a grain of salt because they are VERY tentative! In fact, some of these titles may never see the light of day.

## Summary of titles released in January 1993

- The Journeyman Project (CD-ROM) - Presto Studios
- Who Killed Sam Rupert? (CD-ROM) - Creative Multimedia Corporation
- A Bird's Story (CD-ROM) - Sanctuary Woods
- Out of This World - Interplay
- Might & Magic 3 - New World Computing
- Civilization - Microprose
- Bill Elliot's NASCAR Challenge - Konami
- Spaceward Ho 3.0 - DeltaTao
- Vengeance of Excalibur - Virgin Mastertronic

## Summary of titles released in February

- Trump Castle 2 - Capstone

## March

- Eight Ball Deluxe - Amtex Software (From the people who gave us Tristan)
- Super Mines - Callisto Corp. (Commercial minesweeper type game)
- Market Garden - Three-Sixty (Next battleset in the V for Victory series)
- Spectre Supreme - Velocity (New enemies and more options)
- Virtual Valerie: Director's Cut (CD-ROM) - Reactor
- Wilderness - Avalon Hill (Sequel to Legend of the Lost Realm)
- Awesome Adventures of Victor Vector & Yondo 2 (CD-ROM) - Sanctuary Woods
- Sherlock Holmes 3 (CD-ROM) - ICOM Simulations
- Soul Gunner (CD-ROM) - Subaru (Virtual Reality-like tank combat simulation)
- Inspector Gadget - Azeroth
- Caesar's Palace - Virgin Mastertronic
- Dragon's Lair 3 - ReadySoft
- The Classic 5 - MacPlay
- 1942: "The Battle of Midway" (CD-ROM) -- Figment Interactive Design
- MacWars (CDROM) - Figment Interactive Design (Incorporates Quicktime movies)
- Hole-in-One add-on disks - Digitek
- G-netix - ISM

- Hill Street Blues - Digitek (Play your favorite characters from the TV show)
- Sargon V - Spinnaker
- Falcon 2.5 (B&W) - Spectrum Holybyte
- Screen Antics - Dynamix/Tunnel Productions
- Omar Sharif On Bridge - MacPlay

## April

- Cerulean - Casady & Greene
- The Iron Helix (CD-ROM) - Drew Pictures (space exploration game)
- Crystal Crazy - Casady & Greene (Totally new Crystal Quest type game)
- Hellcab (CD-ROM) - Warner New Media
- Space Madness - High Risk Ventures (Defend the universe from invading aliens)
- Harpoon Designer Series 2 - Three-Sixty
- Total Distortion (CD-ROM) - Pop Rocket (A Rock & Roll graphic adventure game)
- Uninvited - ICOM (Will now run on the latest Macs under System 7)
- Carriers at War - SSG (Naval simulation)
- Rex Nebular - Microprose (Sci-fi graphic adventure with humor)
- F-18 Hornet - Graphic Simulations
- King's Quest 6 - Sierra (Rumored to be 18+ megs in size with improved Mac game engine)

## May

- AD&D Unlimited Adventures - Strategic Simulations
- Space Quest 5 - Dynamix
- Casserine Pass - Three-Sixty (Next battleset in the V for Victory series)
- Darkseed - Cyberdreams (Sci-fi/Horror adventure with artwork from H.R. Giger)
- Castles 2 - MacPlay (The original Castles was cancelled for the Mac, but Castles 2 is much improved and will feature a great Mac interface)

## June

- The GGA Tour (CD-ROM) - ICOM Simulations (A golf game that uses wacky locations and scenes for each hole)
- NFL Challenge: Premium Edition - XOR
- F117A Stealth Fighter - Microprose (Port is being done by the same team that brought Civilization to the Mac)
- The Lost Admiral - OOP (Strategic war game that is very popular on MS-DOS platforms right now)
- Route 66 - Casady & Greene (Spyhunter type game)

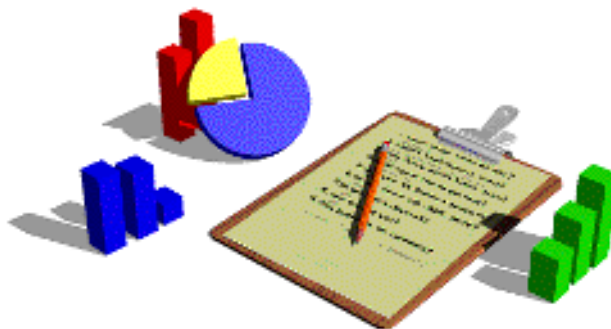
## 3rd Qtr and beyond or never

- Star Trek 25th Anniversary - MacPlay (Graphic role-playing adventure with your favorite Star Trek characters from the old Trek) (Summer)
- Crusaders of the Dark Savant - Sir-Tech (Takes full advantage of Mac's capabilities. 8-bit color) (Fall)
- Spaceship Warlock 2 (CD-ROM) - Reactor (No date set)
- Screaming Metal (CD-ROM) - Reactor (Late 1993)
- Virtual Valerie 2 (CD-ROM) - Reactor
- In Search of the Fabulous Fuzzbox (CD-ROM) - MacPlay
- Day of the Tentacle - LucasArts (Graphic cartoonish adventure. Sequel to Maniac Mansion)
- SimCity Supreme - Maxis (complete rewrite)
- Hole-in-one Miniature Golf Deluxe - Digitek
- Stalingrad - Three-Sixty (Next battleset in the V for Victory series)
- Citadel 2 - Postcraft International (This sequel is suppose to be in color)
- Chessmaster 3000 - Software Toolworks (Septembr)

- Fleet Commander - Interneccine (Sub simulation)
- Nobunaga's Revenge - Koel
- Uncharted Waters - Koel
- The Gates of Waleirdon - Arden Software (Fantasy-role-plaing game)
- Dark Sun: Shattered Lands - Strategic Simulations (Completely new Mac engine that takes full advantage of the Mac) (September)
- Might & Magic IV: Clouds of Xeen - New World Computing (Late '93/Early '94)
- SimCity 2000 - Maxis (A major update)
- Sim Farm - Maxis
- El-fish - Maxis
- U-233 - Deadly Games (Type VII German U-boat in the North Atlantic) (Fall)
- Return of the Phantom - Microprose (Graphic adventure)
- DragonSphere - Microprose (Graphic adventure)
- Prince of Persia 2 - Broderbund (PC version first, then Mac version) (Late '93/Early '94)

Keep in mind that if you're in the industry or "in-the-know" about certain upcoming releases, you can contribute to this listing. Please e-mail me at the addresses below if you have additional information that you see may be useful to this list. I'm basically looking for hard facts or good rumors. (Corrections also appreciated.)

Paul Natsch  
 America Online -PaulN24  
 Prodigy - JBFM05A



## The IMG Game Poll

**Win a Copy of Might & Magic III!** Just fill out this form and U.S. mail or e-mail it to IMG. One lucky winner will win a copy of Might & Magic III (with clue book), compliments of **New World Computing**. Drawing will be held on April 24, 1993.

Here's your chance to rate the game(s) you own. Please print this section and mail it to us or upload it to our e-mail addresses. Look for the results on the next page.

**Note:** If you previously sent us a game poll, we will enter your name into the contest. However, if you have other games you previously didn't rate, please send in another game poll with new game ratings.

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**America Online:** IMGames  
**CompuServe:** 71554,2761  
**GEnie:** T.Deniz1  
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### The Rating Guide

**1** - Poor **2** - Fair **3** - Good **4** - Excellent **5** - Sublime

What is your name? \_\_\_\_\_

Street Address? \_\_\_\_\_

City, State/Country, Zip Code? \_\_\_\_\_

What Macintosh do you own? \_\_\_\_\_



What game(s) have you recently bought?

Please rate the game(s) or game products (MouseStick II, etc) you own.

**Game:** \_\_\_\_\_

Graphics:

Sound:

Speed:

Interface:

Overall:

**Game:** \_\_\_\_\_

Graphics:

Sound:

Speed:

Interface:

Overall:

**Game:** \_\_\_\_\_

Graphics:

Sound:

Speed:

Interface:

Overall:

**Game:** \_\_\_\_\_

Graphics:

Sound:

Speed:

Interface:

Overall:

**Game:** \_\_\_\_\_

Graphics:

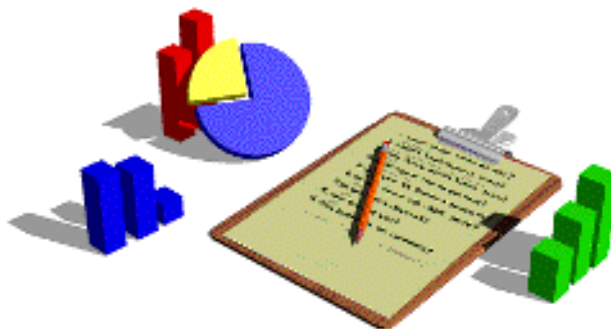
Sound:

Speed:

Interface:

Overall:

**Comments:**



## IMG Game Poll Results

### The Rating Guide

Scores are averaged by the number of responses we get for each game. We will add ratings of other games in the next issue.

1 - Poor 2 - Fair 3 - Good 4 - Excellent 5 - Sublime

### Top Ten Overall Scores

- 1 Missions at Leyte Gulf: 4.8
- 2 Hellcats over the Pacific: 4.6
- 3 Spaceward Ho!: 4.5
- 4 Maelstrom: 4.5
- 5 Civilization: 4.3
- 6 PGA Tour Golf: 4.0
- 7 Spectre: 3.8
- 8 Falcon MC 3.3
- 9 Flight Simulator: 2.5
- 10 Red Baron 2.25

### Civilization

**Graphics:** 4.3

**Sound:** 4

**Speed:** 3.3

**Interface:** 3.7

**Overall:** 4.3

• A warning to all those who buy Civilization. Put it under lock and key. This game is VERY addictive. - *Jeremy Willett. Daytona Beach, Florida*

### Flight Simulator 4.0

**Graphics:** 2.75

**Sound:** 2.25

**Speed:** 2.5

**Interface:** 2.75

**Overall:** 2.5

### **Falcon MC**

**Graphics:** 3.5  
**Sound:** 4  
**Speed:** 3.3  
**Interface:** 3.17  
**Overall:** **3.3**

- Falcon MC is a great idea, but it's so jerky that I always end up quitting and going straight to Hellcats! Can't wait for F-18 Hornet. Enough said.

- *Julia Threlkeld, New York, New York*

### **Hellcats over the Pacific**

**Graphics:** 4.3  
**Sound:** 4.1  
**Speed:** 4.4  
**Interface:** 3.8  
**Overall:** **4.6**

- This is the best game I have ever played, until, of course, Leyte Gulf came out.

- *Tommy James, Springfield, Illinois*

### **Missions at Leyte Gulf**

**Graphics:** 4.5  
**Sound:** 4.25  
**Speed:** 4.75  
**Interface:** 4  
**Overall:** **4.8**

- I like Leyte Gulf more than the original Pacific Conflict missions. There's more variation and, of course, I love having rockets and torpedoes at my disposal.

- *Julia Threlkeld, New York, New York*

### **Maelstrom**

**Graphics:** 4.6  
**Sound:** 4.25  
**Speed:** 4.6  
**Interface:** 4.3  
**Overall:** **4.5**

- This is probably the best shareware for the Mac so far. Andrew should be very proud. -

*Karen Kaye, Panama City, Florida*

### **PGA Tour Golf**

**Graphics:** 3.8  
**Sound:** 3.8  
**Speed:** 3.5  
**Interface:** 3.3

**Overall: 4.0**

- I hate having to go to the Tour Tent to save! The best golf game I've ever played!  
- *Bill Rowder, Chicago, Illinois*
- Would have been 5, but the copy protection stinks!  
- *Tony Small, Tarzana, California*

### **Red Baron**

**Graphics:** 3

**Sound:** 2.25

**Speed:** 2

**Interface:** 2

**Overall: 2.25**

- How could Dynamix release Dread Baron in the condition it is in. Are they brain dead? -  
*Scott Nourse. West Seneca, NY*

### **Spaceward Ho!**

**Graphics:** 4.1

**Sound:** 4.4

**Speed:** 4.1

**Interface:** 4.5

**Overall: 4.5**

- Spaceward Ho! is addictive and suspenseful. I'd like to see more from Delta Tao.  
-*Bill Petersen, Laguna Beach, California*

### **Spectre**

**Graphics:** 3.6

**Sound:** 3.6

**Speed:** 4.4

**Interface:** 4

**Overall: 3.8**



## IMG Subscription Form

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Comments: \_\_\_\_\_